

“Lady Rainicorn of the Crystal Dimension”

1034-232

Design Board

Date 09/22/15

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 09/22/15
- ☐ Final Board

Adventure Time Created by
Pendleton Ward

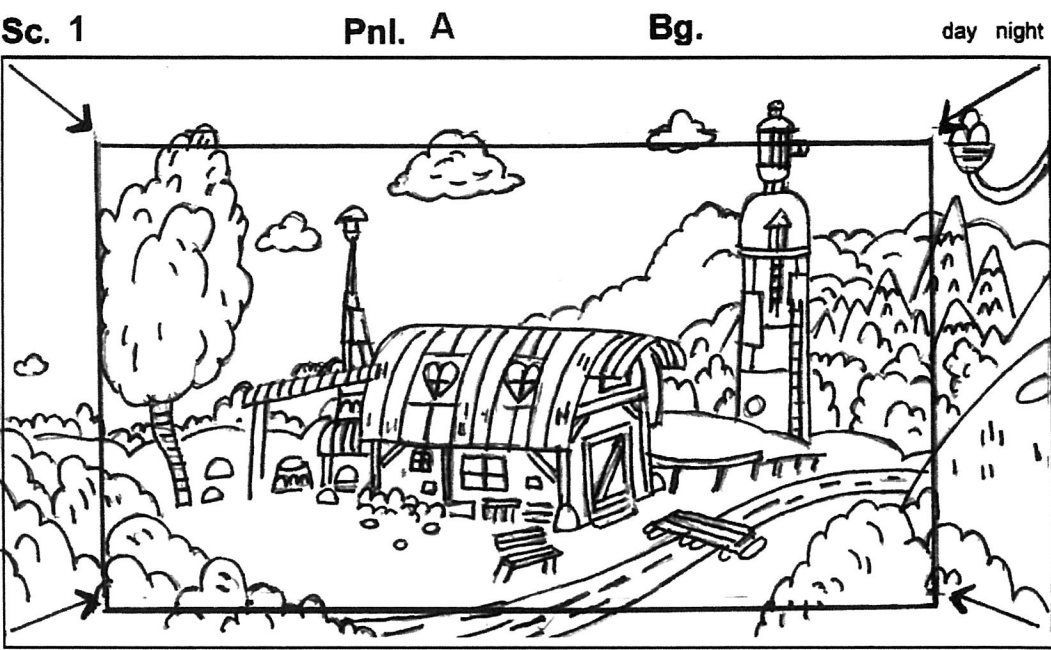
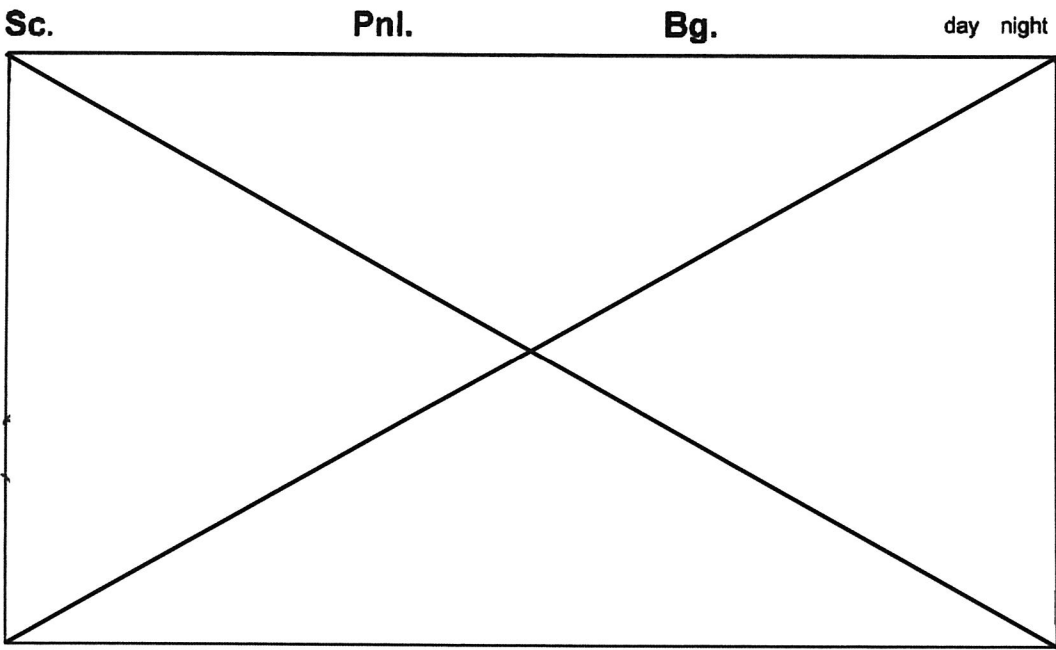
Supervising Director
Elizabeth Ito

Storyboard by
Graham Falk

Animation Studio
RDK

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ADVENTURE TIME



Dialog:	<u>SFX:</u> Tinkle tinkle
Action:	Wide on Lady Rainicorn's barn. Drift in.
Timing:	

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Production :

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ADVENTURE TIME

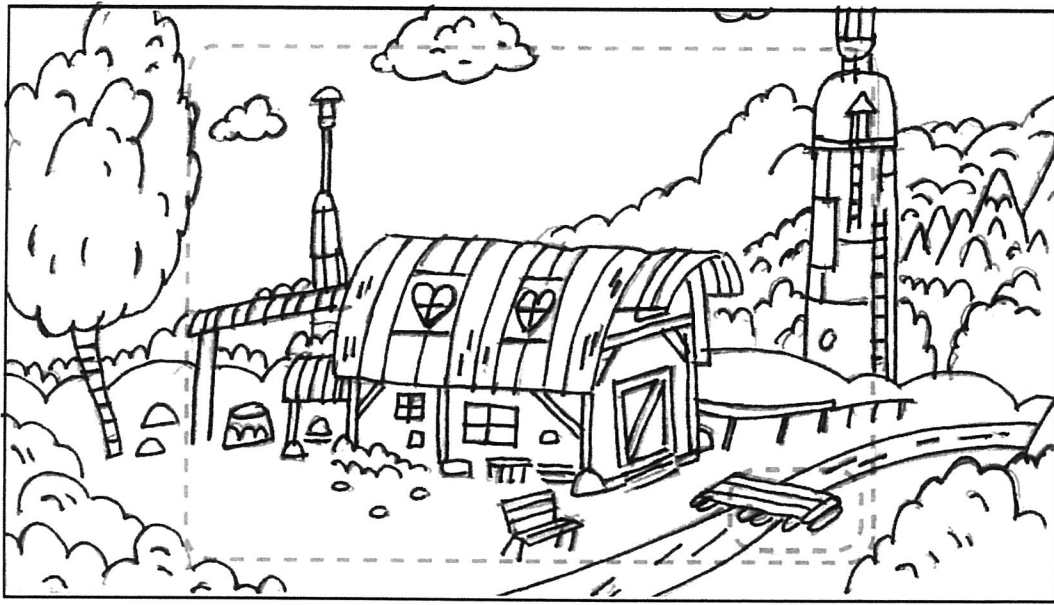


Sc.01

Pnl. B

Bg.

day night



Sc. 2

Pnl. A

Bg.

day night



Dialog:	
Action:	On TV, just lying in bed. (He's awake).
Timing:	

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Production :

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ADVENTURE TIME



Sc. 2

Pnl. B

Bg.

day night



Sc. 2

Pnl. C

Bg.

day night



Dialog:

TV: [Inhales]

TV: Fffooof! [Blowing]

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Sc. 2A

Pnl. A

Bg.

day night

Sc.

Pnl.

Bg.

day night

Dialog:

SFX: Tinkle tinkle

Action:

Timing:

ADVENTURE TIME

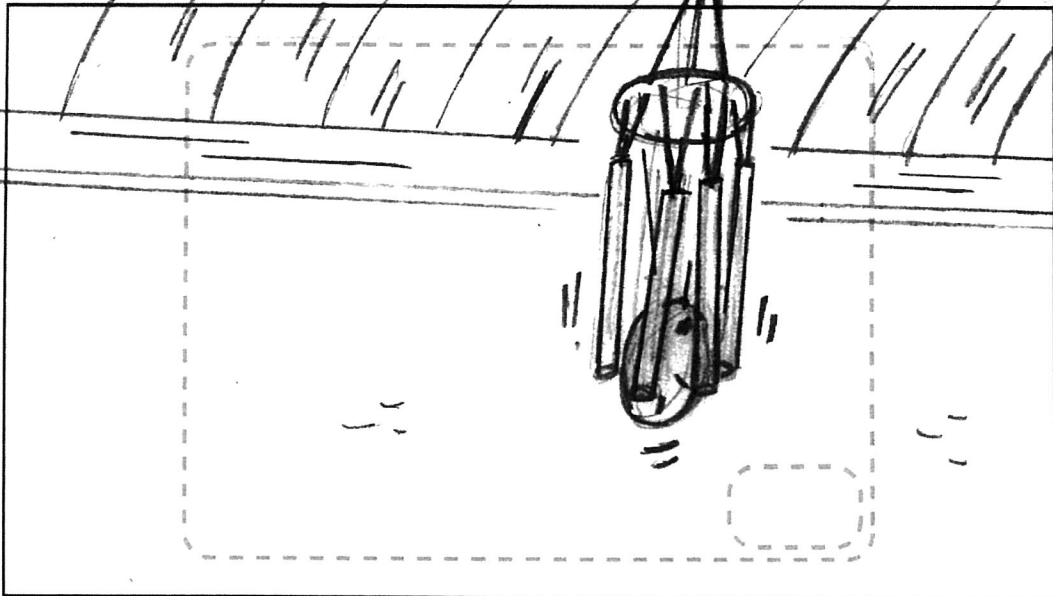


Sc. 2A

Pnl. B

Bg.

day night



Sc. 2B

Pnl. A

Bg.

day night



Dialog:

SFX: Tinkle tinkle

[DOOR OPENING]

SFX: * CREAK *

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



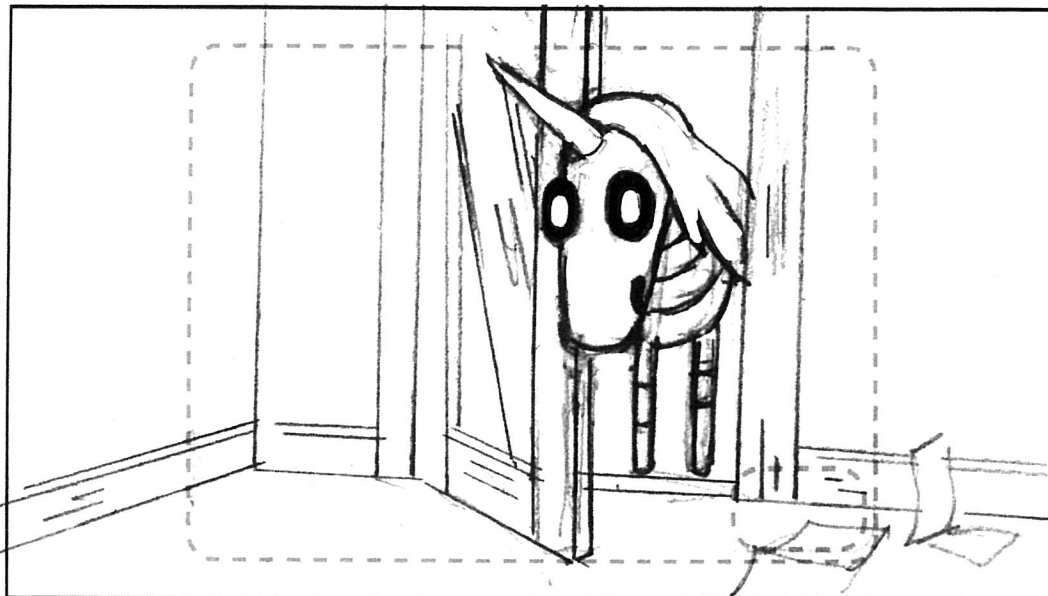
Page 6

Sc. 3

Pnl. A

Bg.

day night



Sc. 3

Pnl. B

Bg.

day night



Dialog:

Lady Rainicorn: TV . . .

LR: It's noon. Are you getting up?

Action:

~ LR peeks into TV's room.

Timing:

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Production :

ADVENTURE TIME



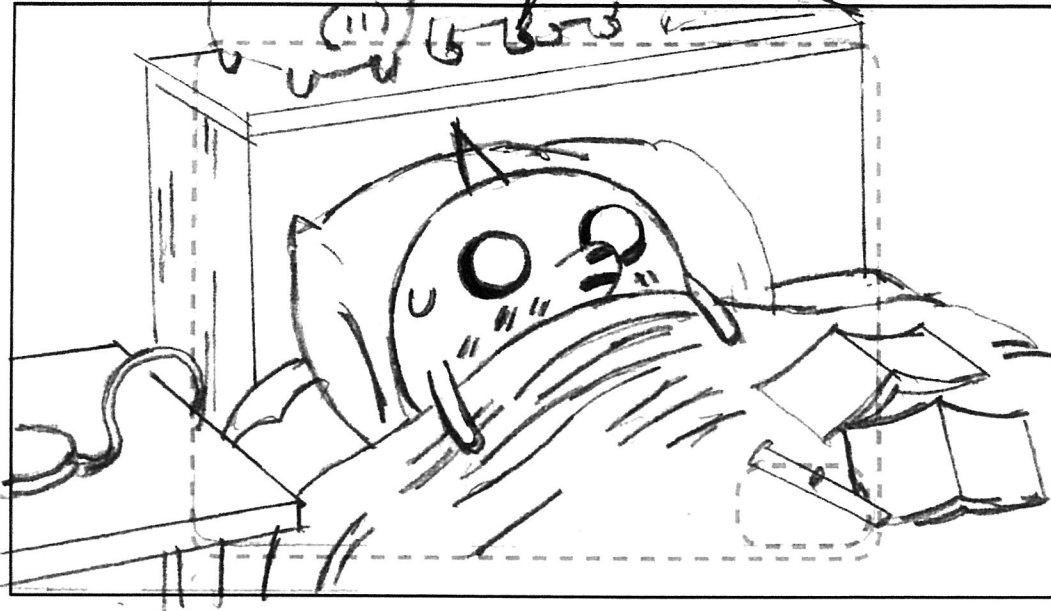
Page 07

Sc. 4

Pnl. A

Bg.

day night



Sc. 4

Pnl. B

Bg.

day night



Dialog:

TV: NAW, I'M GOOD HERE , , ,

TV: Mom, give me some money.

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

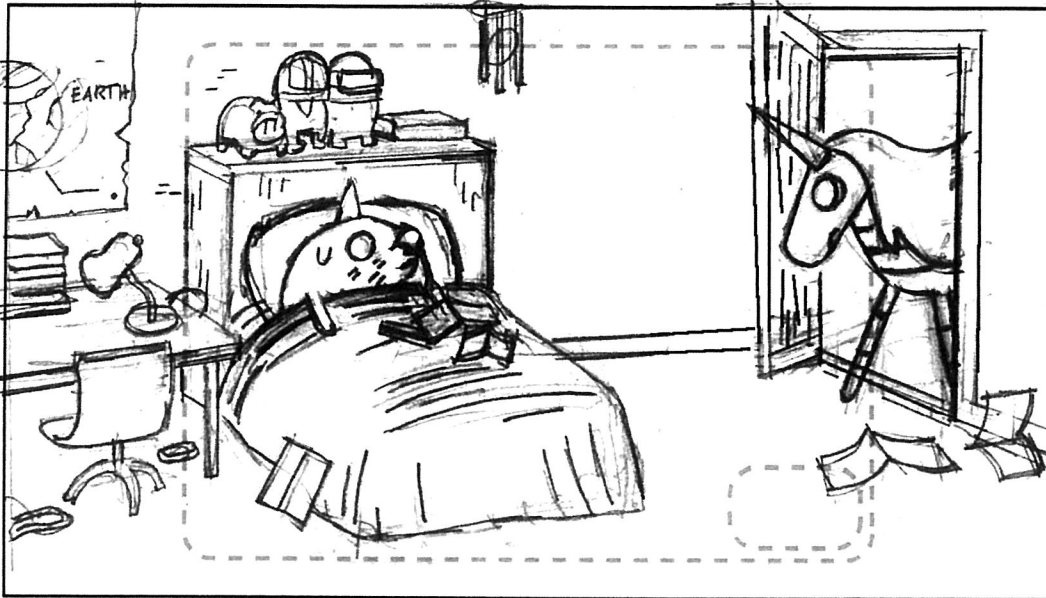


Sc. 5

Pnl. A

Bg.

day night

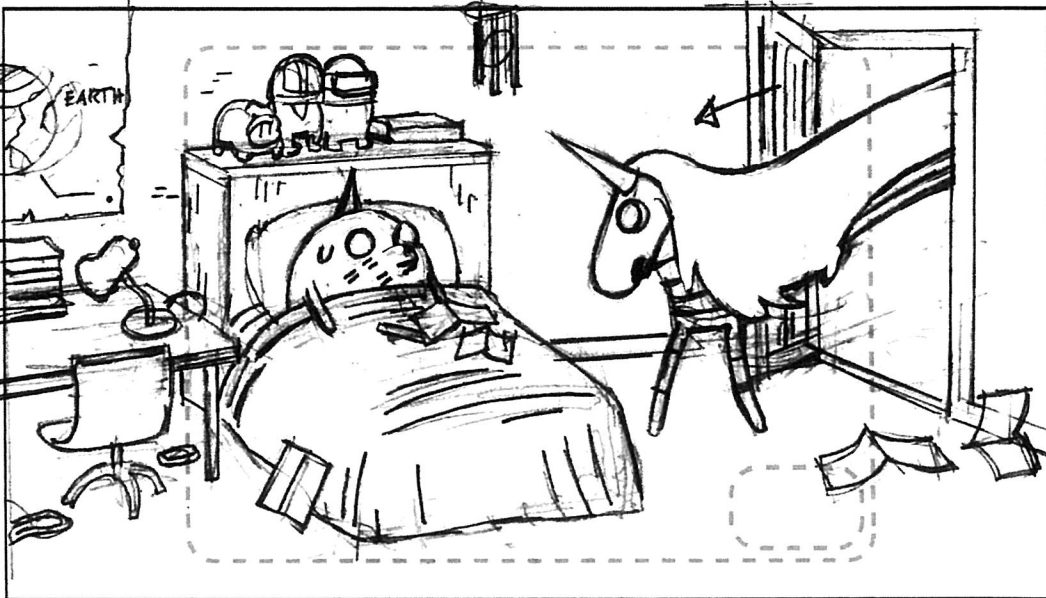


Sc. 5

Pnl. B

Bg.

day night



Dialog:

LR: TV, get a job!

Action:

- LR walks into TV's room.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



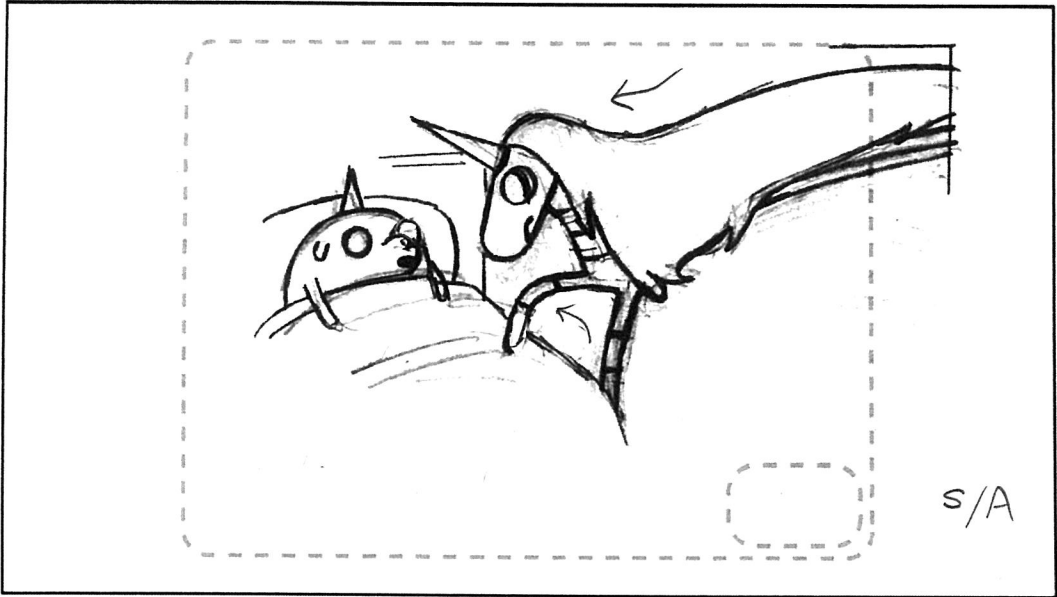
Page 09

Sc. 5

Pnl. C

Bg.

day night

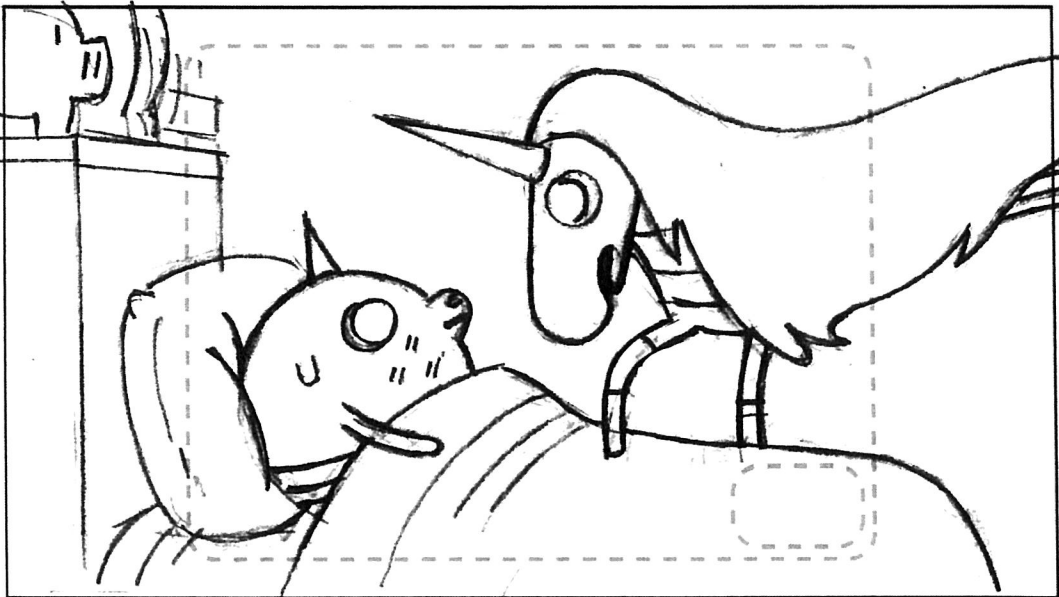


Sc. 6

Pnl. A

Bg.

day night



Dialog:

TV: -- a job!

LR: LISTEN, I WILL --

Action:

- LR PUTS Hoof ON B&D.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



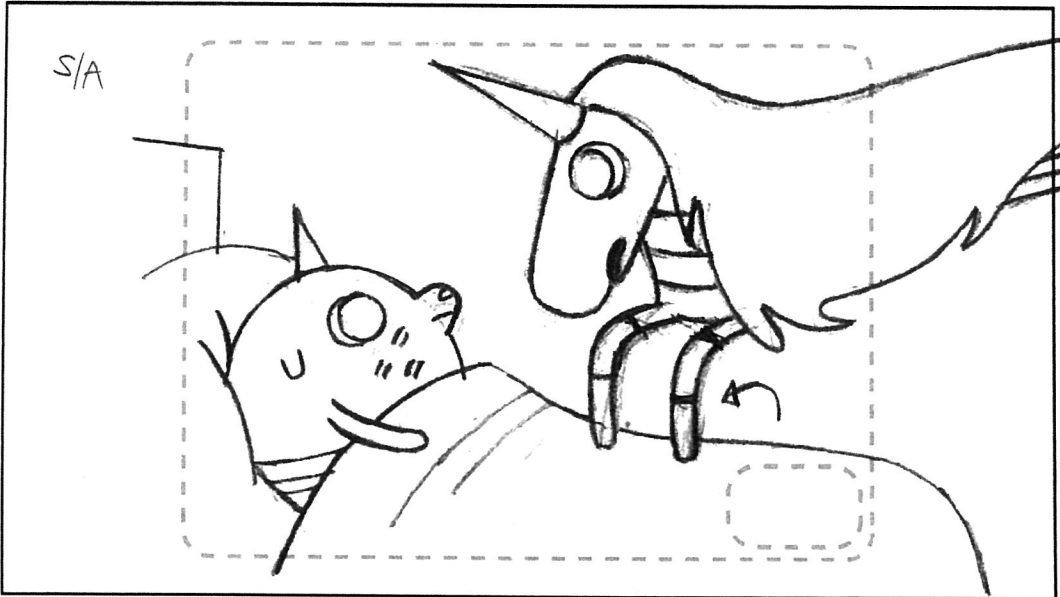
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Sc. 6

Pnl. B

Bg.

day night

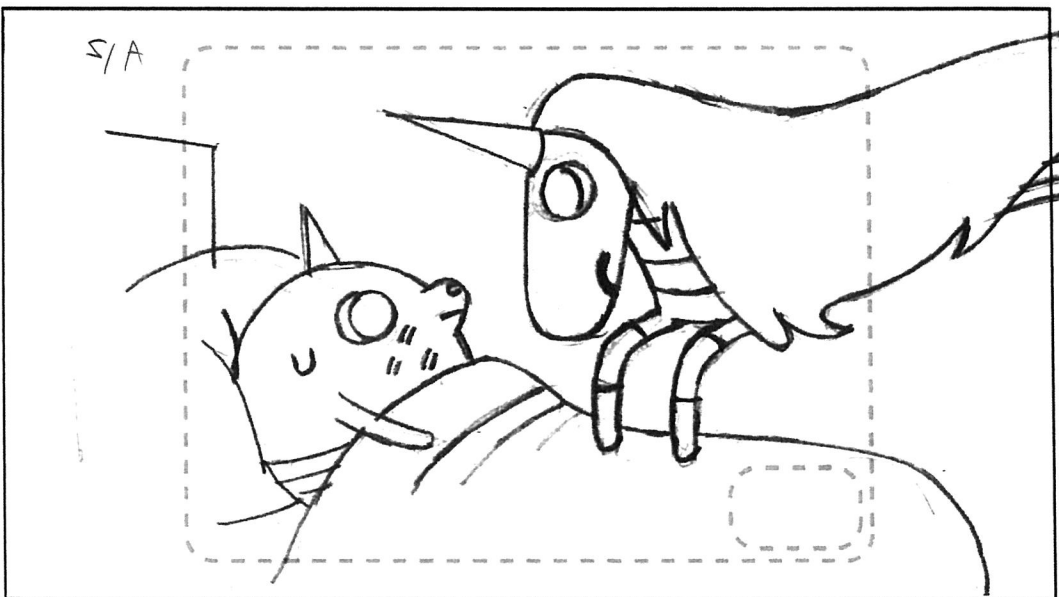


Sc. 6

Pnl. C

Bg.

day night



Dialog:

LR: -- provide you with food --

LR: -- and you can keep using my shampoo --

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

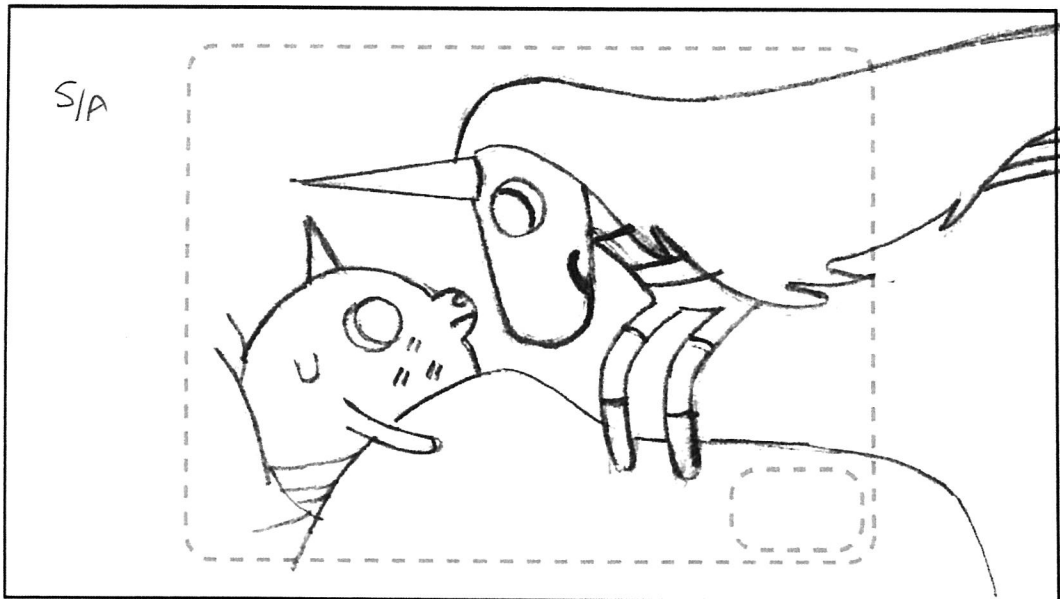


Sc. 6

Pnl. D

Bg.

day night

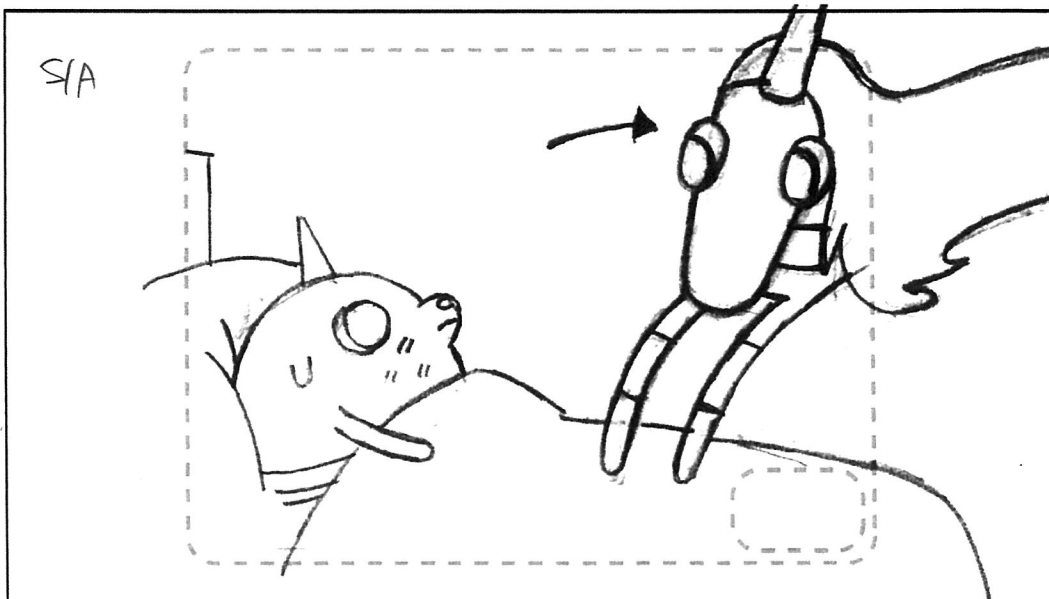


Sc. 6

Pnl. E

Bg.

day night



Dialog:

LR: -- but if you want money you
have to get a job.

LR: Now I'm going --

Action:

Timing:

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ADVENTURE TIME

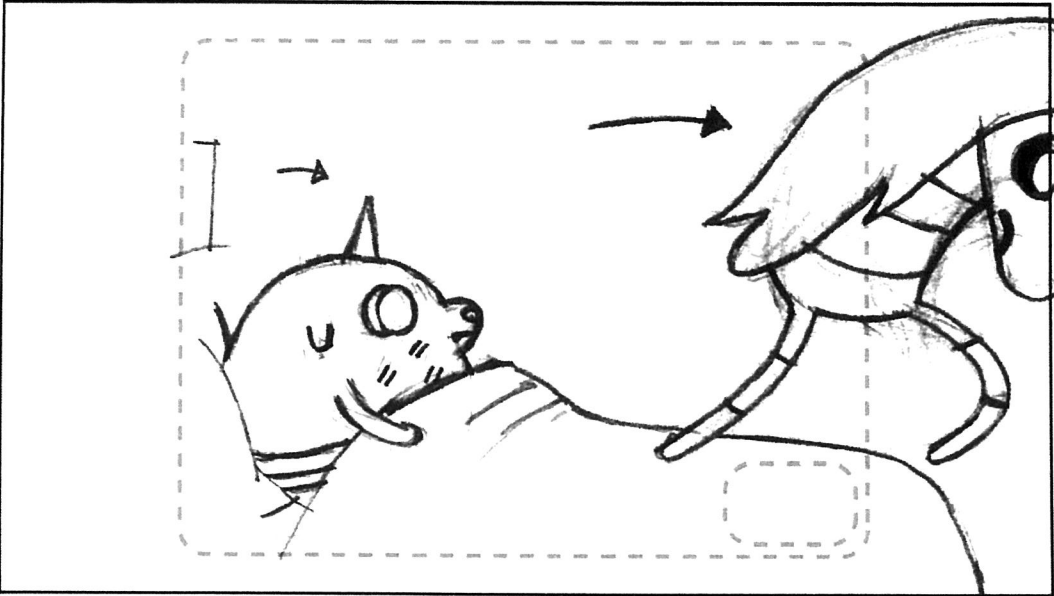


Sc. 6

Pnl. F

Bg.

day night

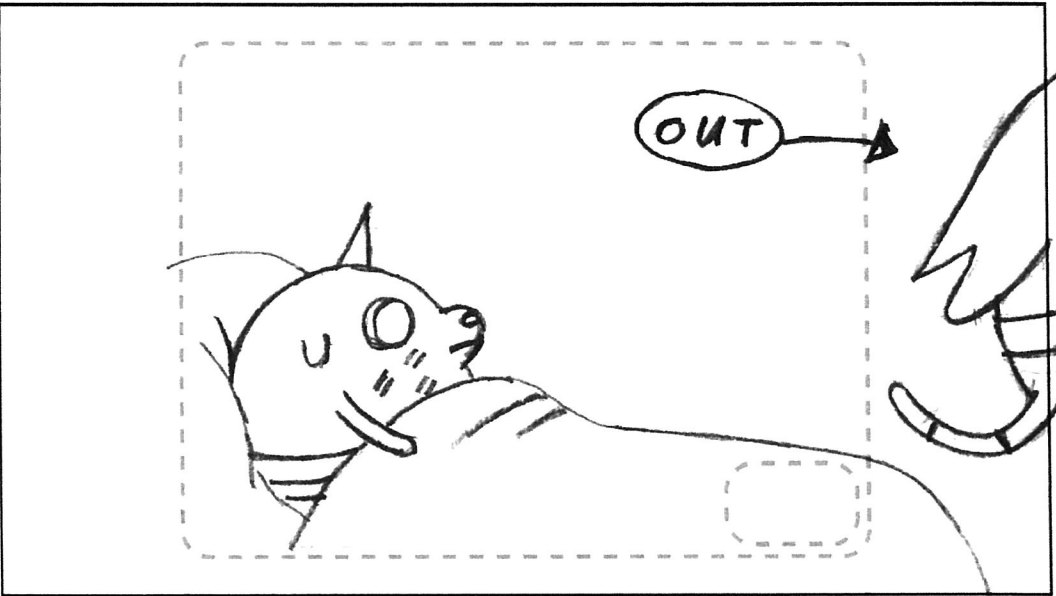


Sc. 6

Pnl. G

Bg.

day night



Dialog:	<u>LR:</u> -- OUT TO LUNCH.
Action:	- LADY TURNS AND EXITS SCENE.
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



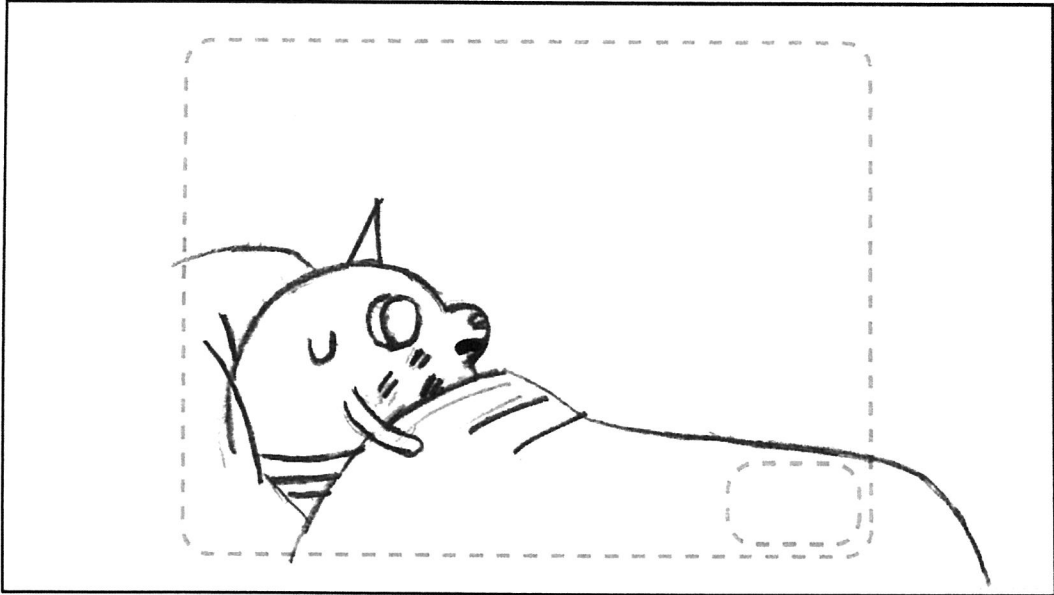
Page 13

Sc. 6

Pnl. H

Bg.

day night

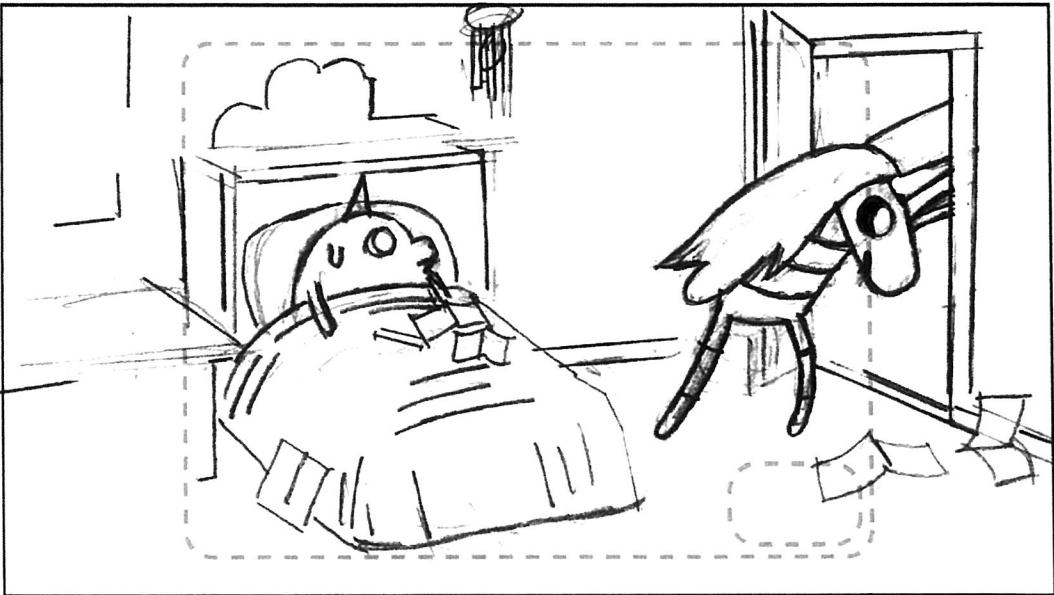


Sc. 7

Pnl. A

Bg.

day night



Dialog:

TV: Lunch with who?

LR: With Princess Bubblegum.

Action:

Timing:

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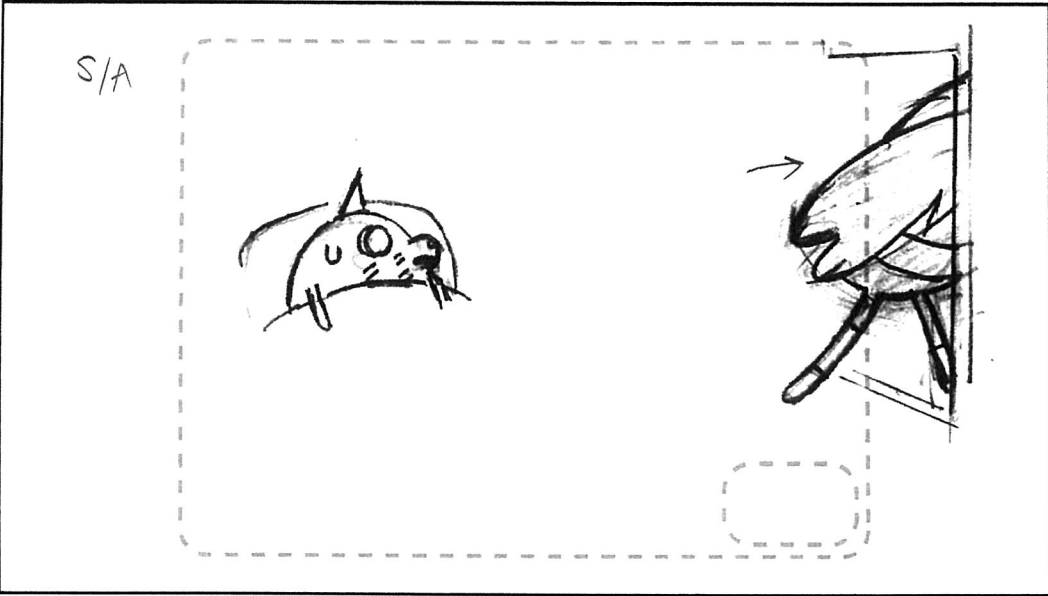


Sc. 7

Pnl. B

Bg.

day night

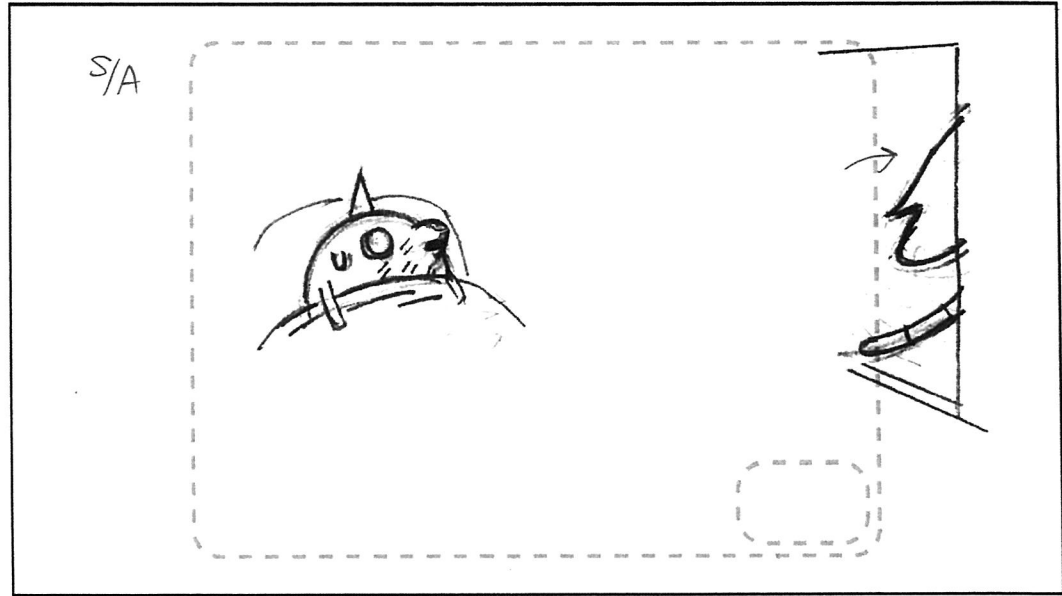


Sc. 7

Pnl. C

Bg.

day night

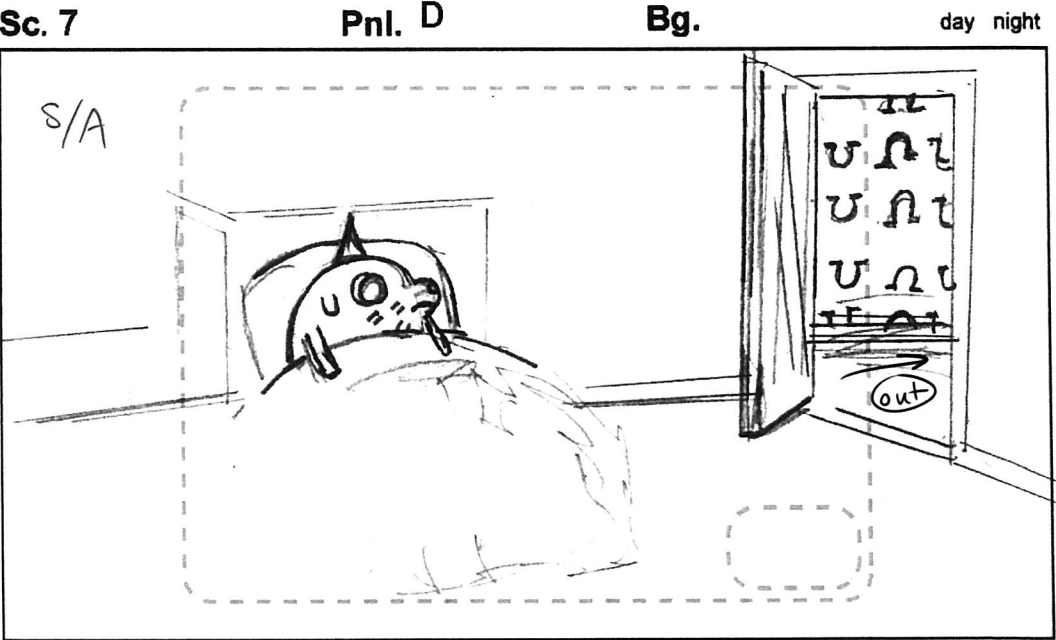
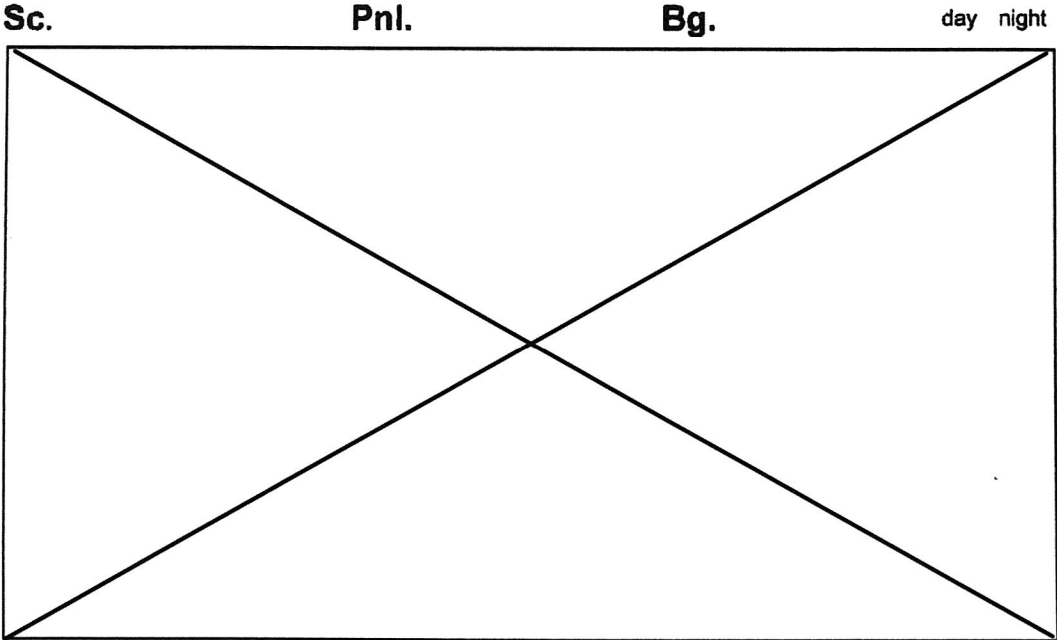


Dialog:	<u>TV:</u> Princess --	<u>TV:</u> -- Bubblegum? Do you guys even hang out anymore?
Action:		
Timing:		

EPISODE # 1034-232

Production :

ADVENTURE TIME



Dialog:	<p><u>LR (O.S.):</u> Do you want me to bring you something back?</p>
Action:	<p>-LR EXITS</p>
Timing:	

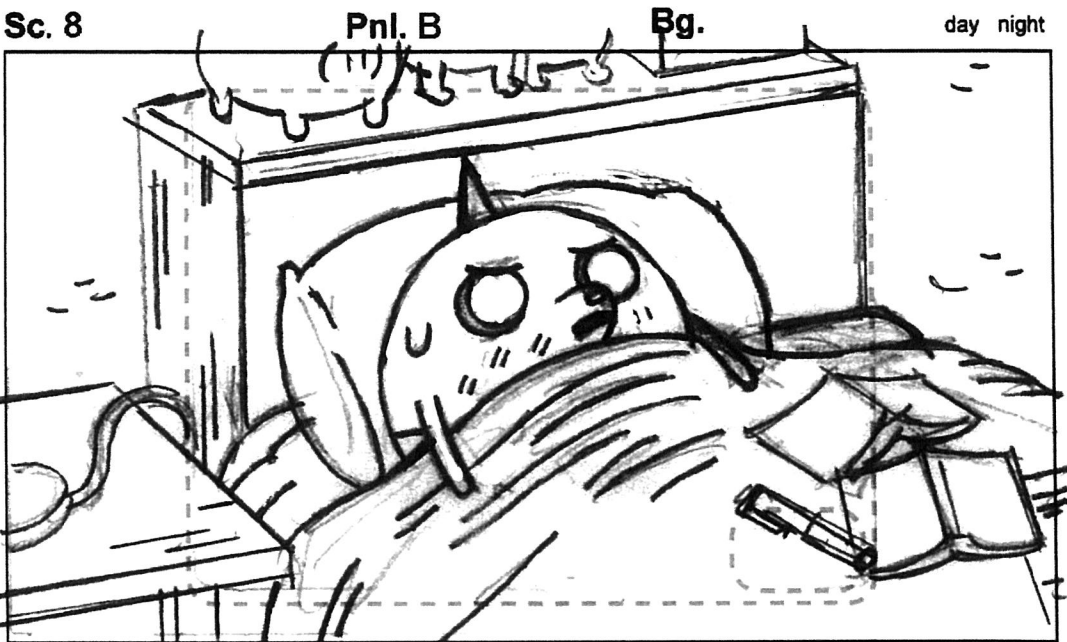
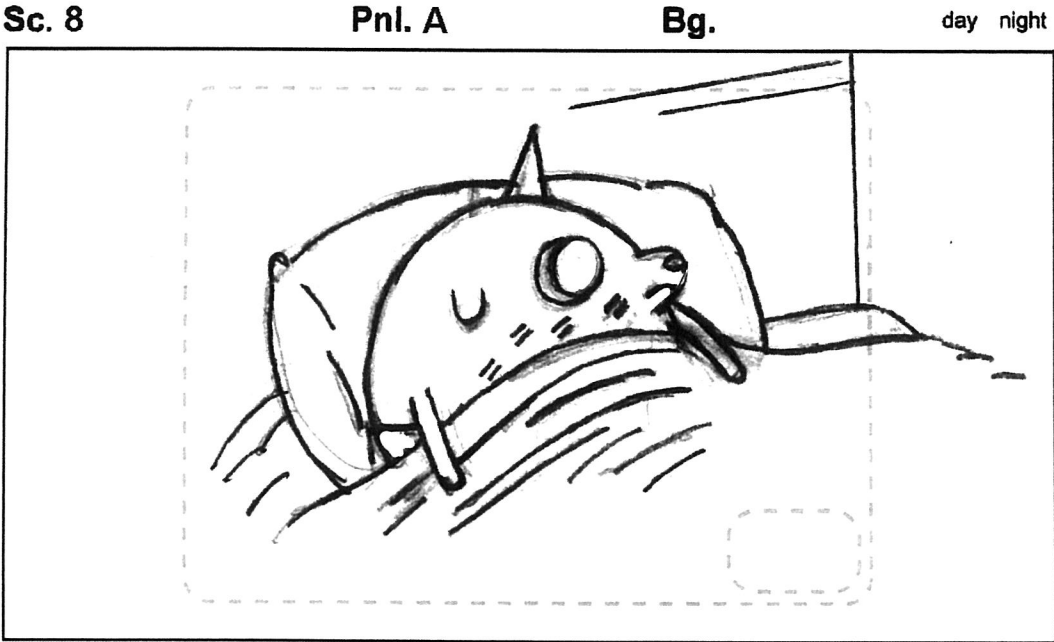
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ADVENTURE TIME



Dialog:	<u>TV (a bit petulant):</u> No. I can get my own lunch.
Action:	
Timing:	

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Production :

ADVENTURE TIME



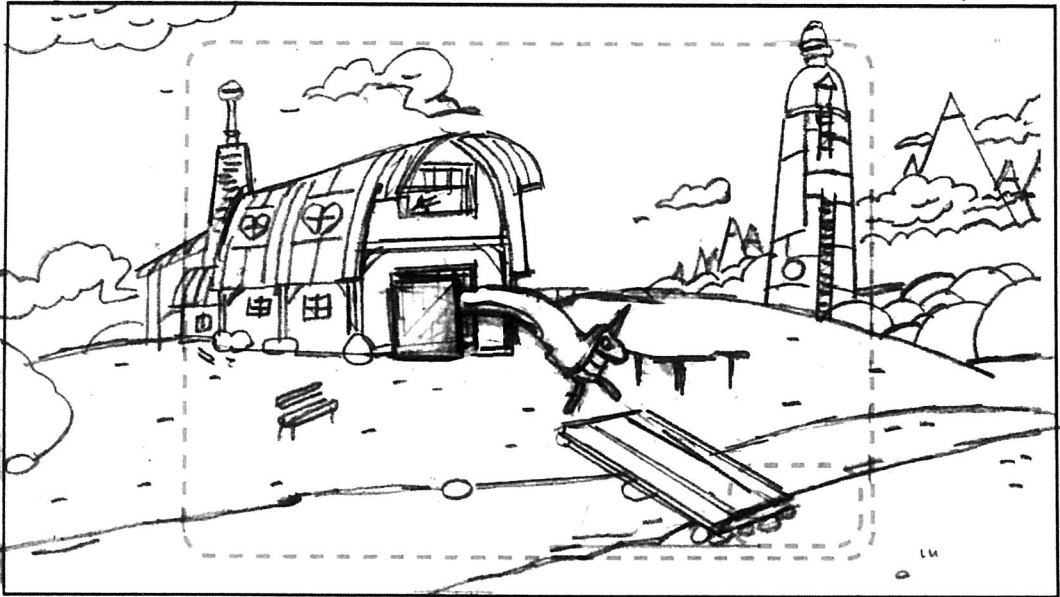
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Sc. 9

Pnl. A

Bg.

day night

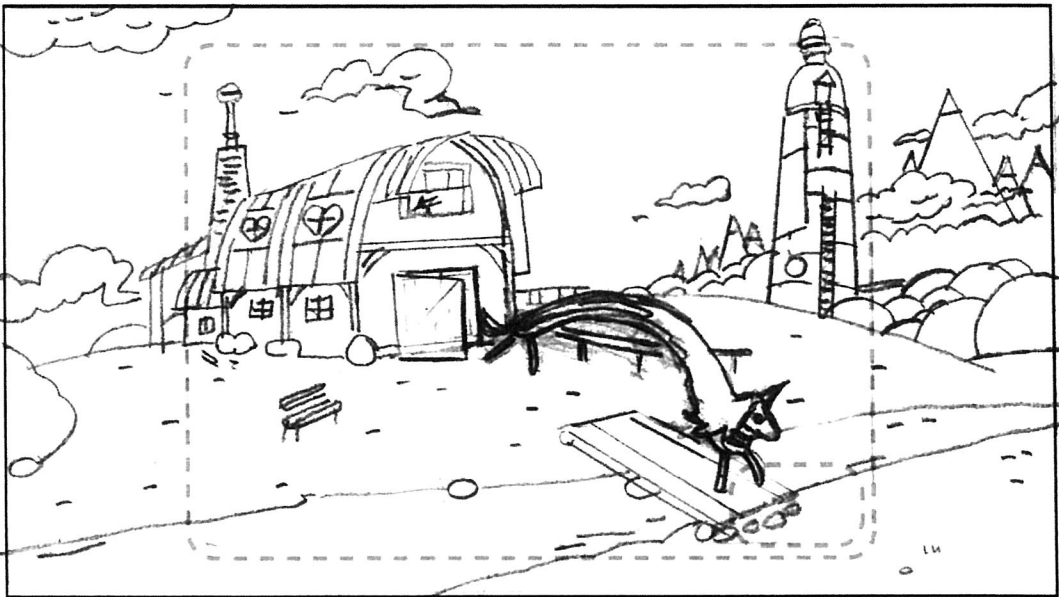


Sc. 9

Pnl. B

Bg.

day night



Dialog:

SFX: Clop clop clop clop [hoofs on bridge]
[Or, maybe her feet are softer than that.]

Action:

- The door swings almost shut behind her
(still a little ajar).

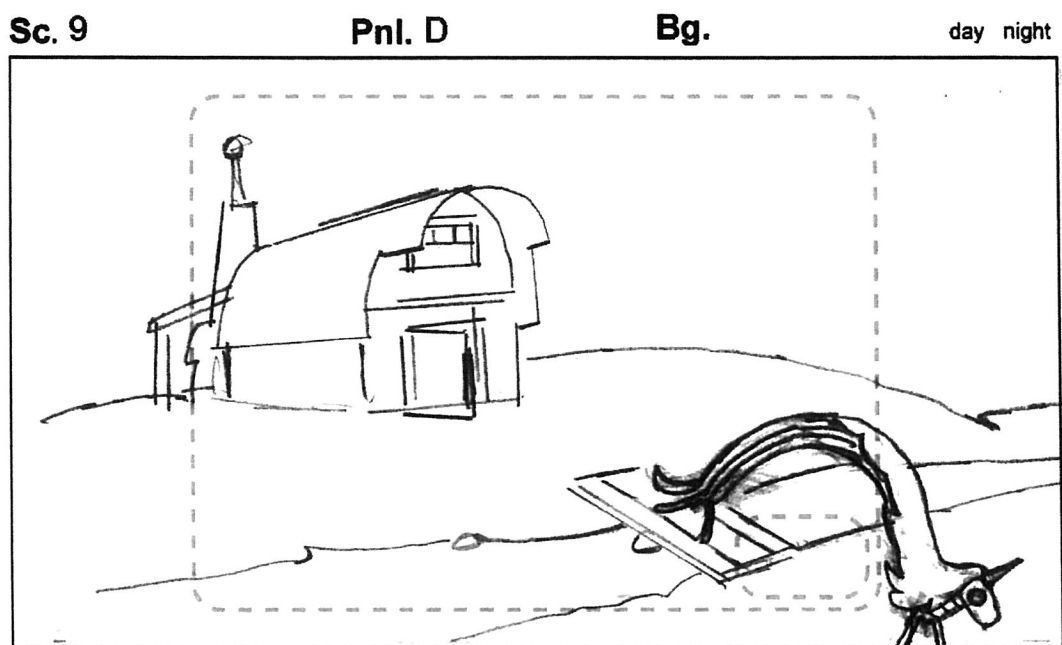
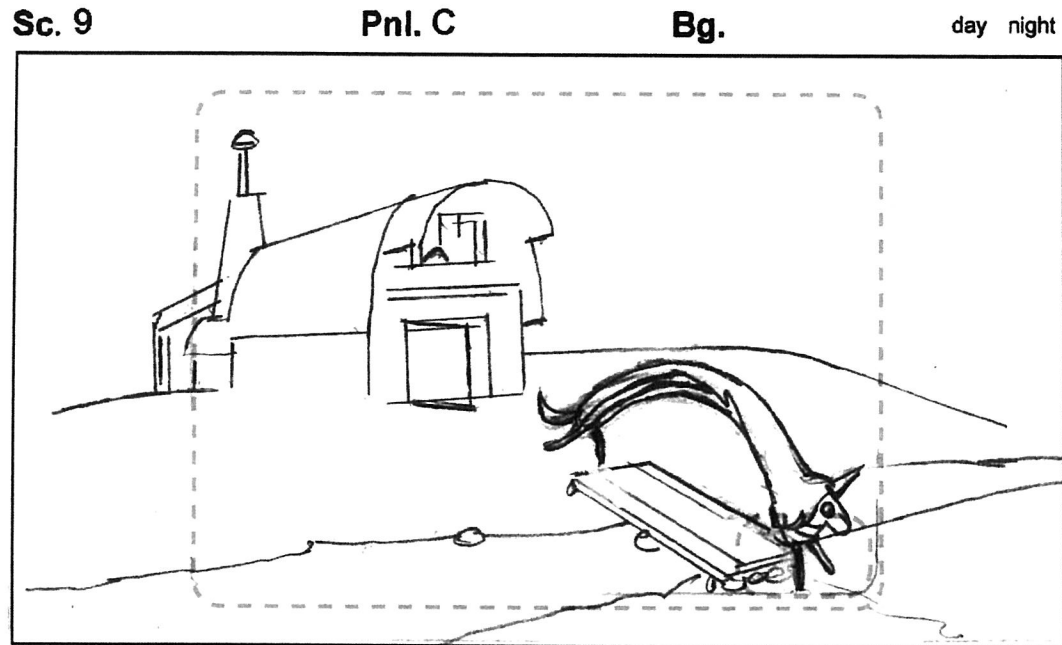
Timing:

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ADVENTURE TIME



Dialog:	<p><u>SFX:</u> Clop clop clop clop [now her back feet, on the bridge]</p>
Action:	
Timing:	

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ADVENTURE TIME



Next Pg33

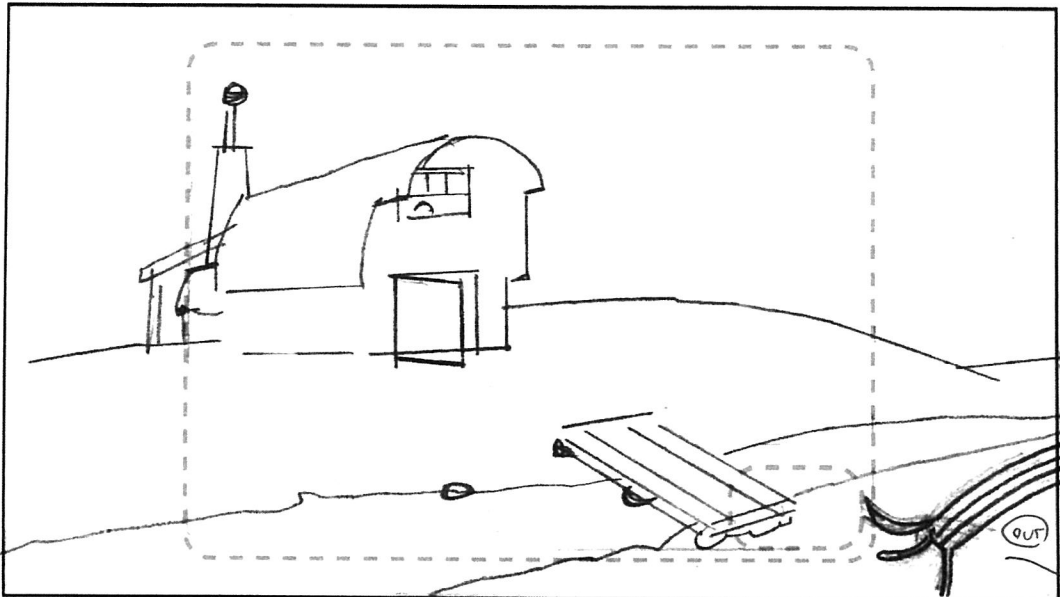
Page 19

Sc. 9

Pnl. E

Bg.

day night

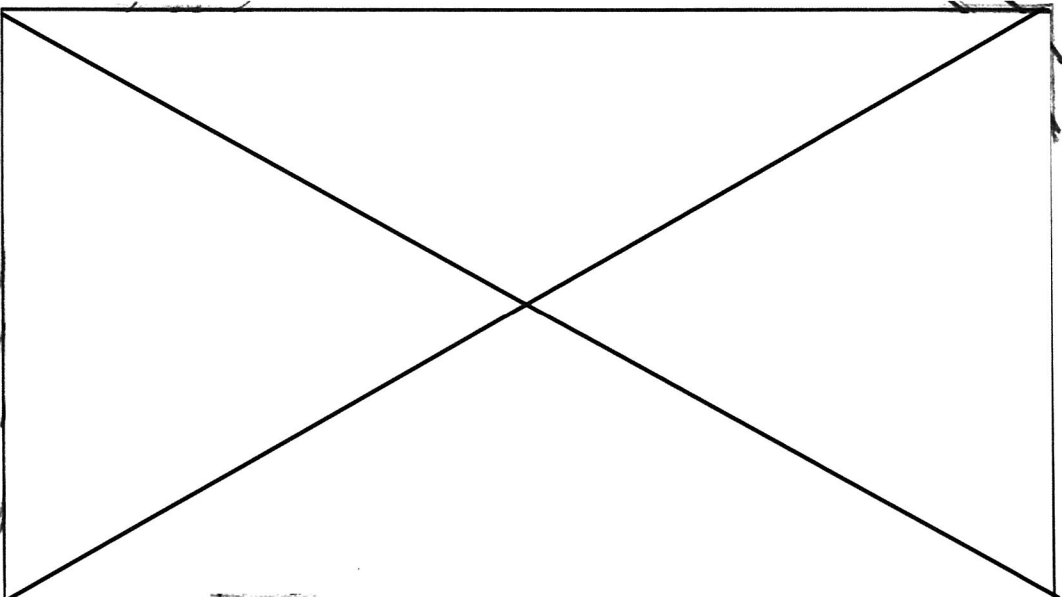


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

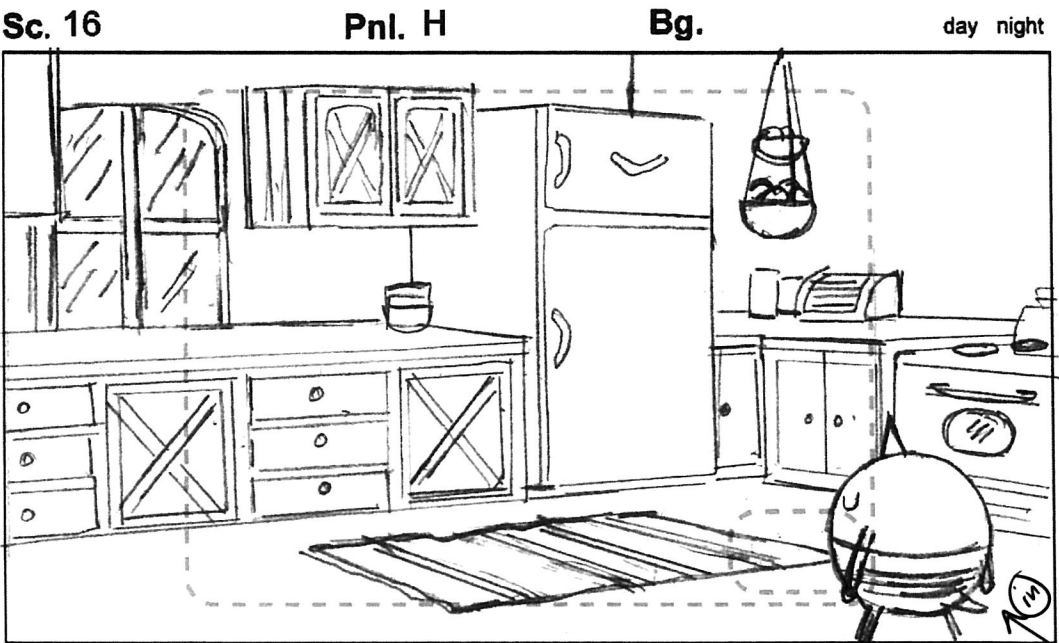
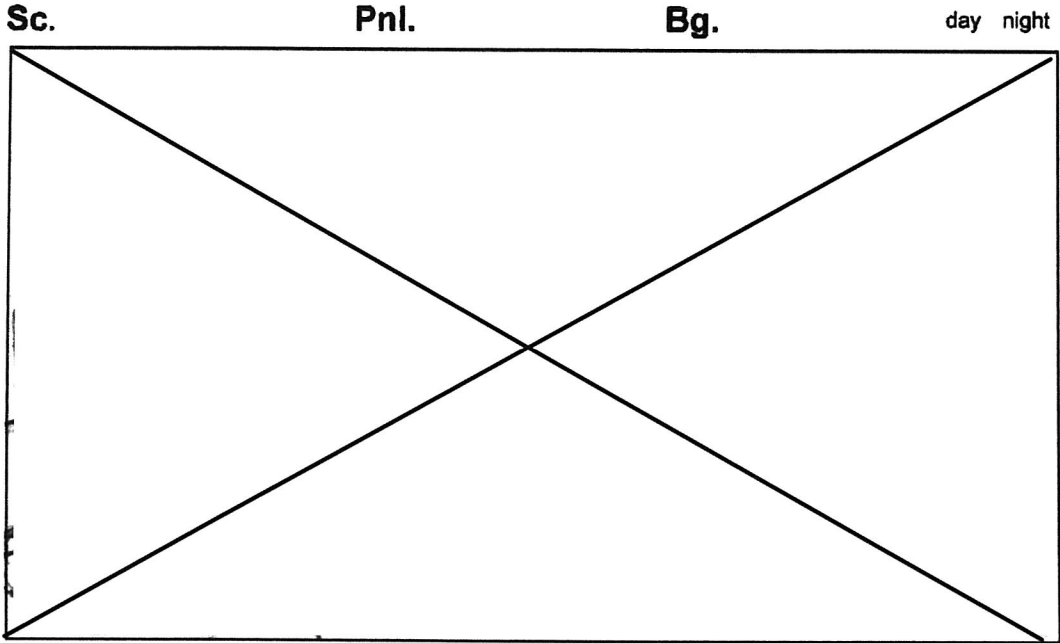
-LR TROTS SLOWLY OFF/S.

Timing:

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Production :

ADVENTURE TIME



Dialog:
Action: TV wanders over to the kitchen area.
Timing:

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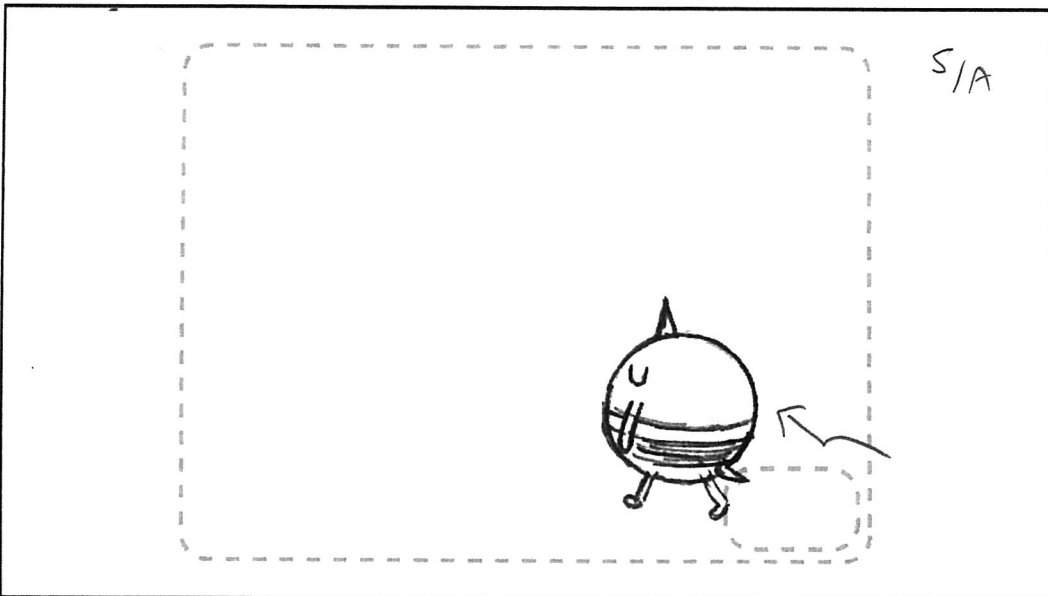
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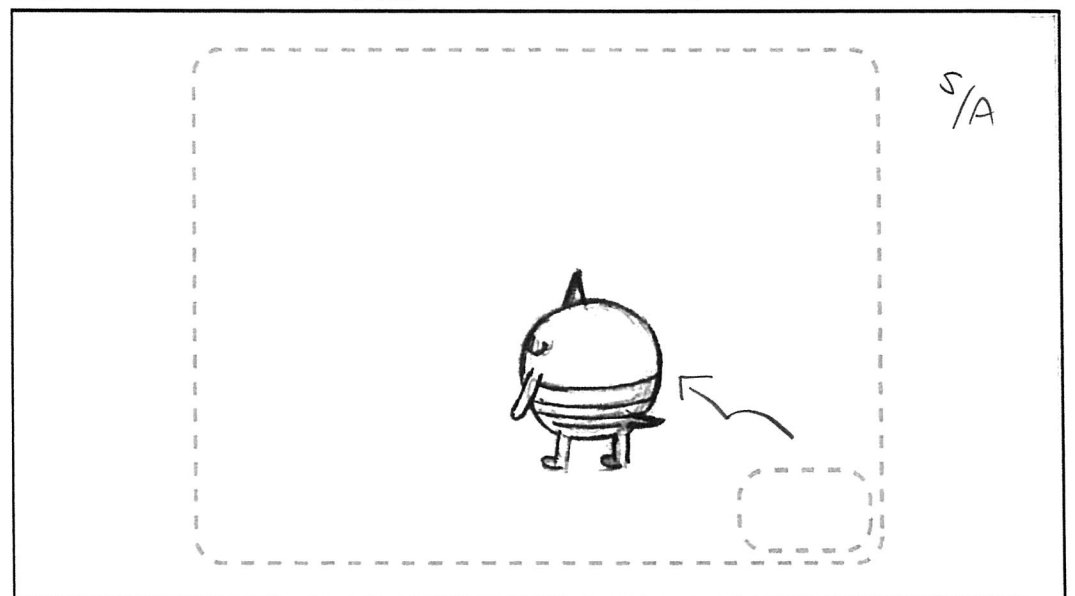
ADVENTURE TIME



Sc. 16 Pnl. B Bg. day night



Sc. 16 Pnl. C Bg. day night



Dialog:
Action: -TV STOPS IN FRONT OF FRIDGE.
Timing:

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ADVENTURE TIME



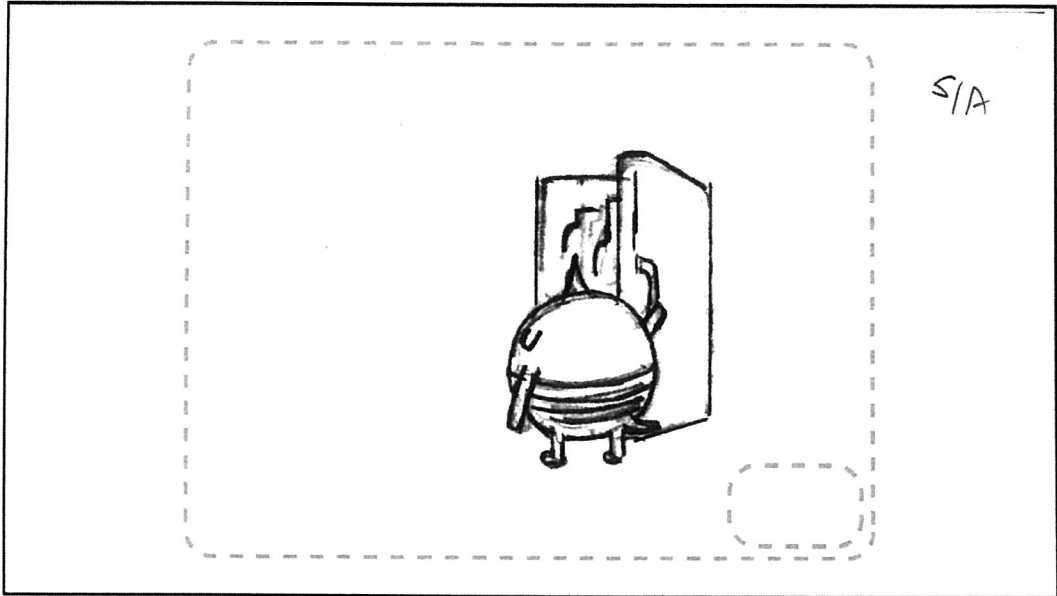
Page 35

Sc. 16

Pnl. D

Bg.

day night

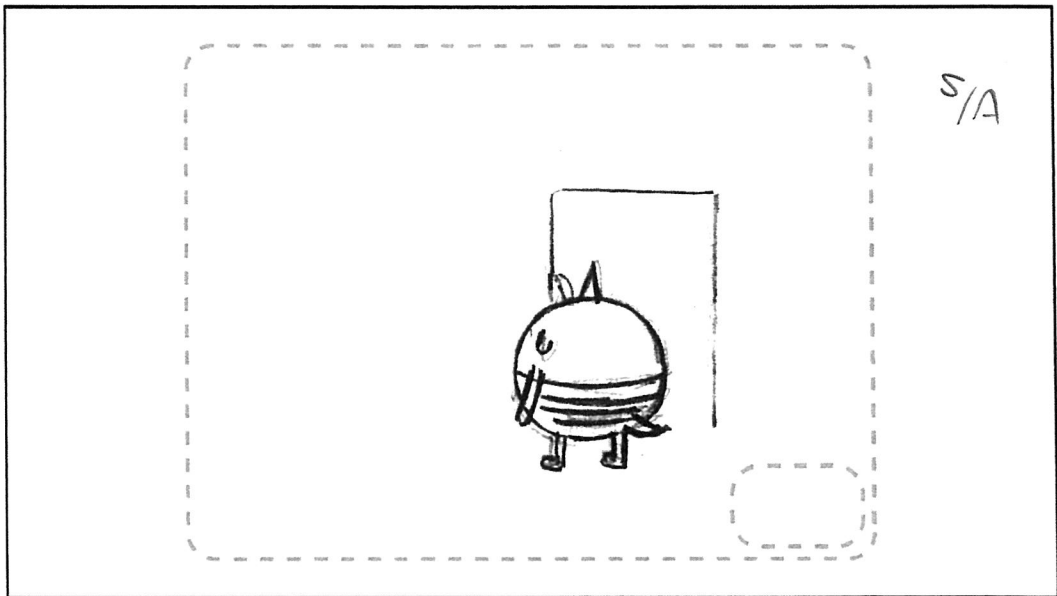


Sc. 16

Pnl. E

Bg.

day night



Dialog:

SFX: Thup. [fridge door opening]

SFX: Thoomp. [fridge door closing]

TV: (DISSATISFIED) MMMH.

Action:

— TV takes a look inside the fridge.

Timing:

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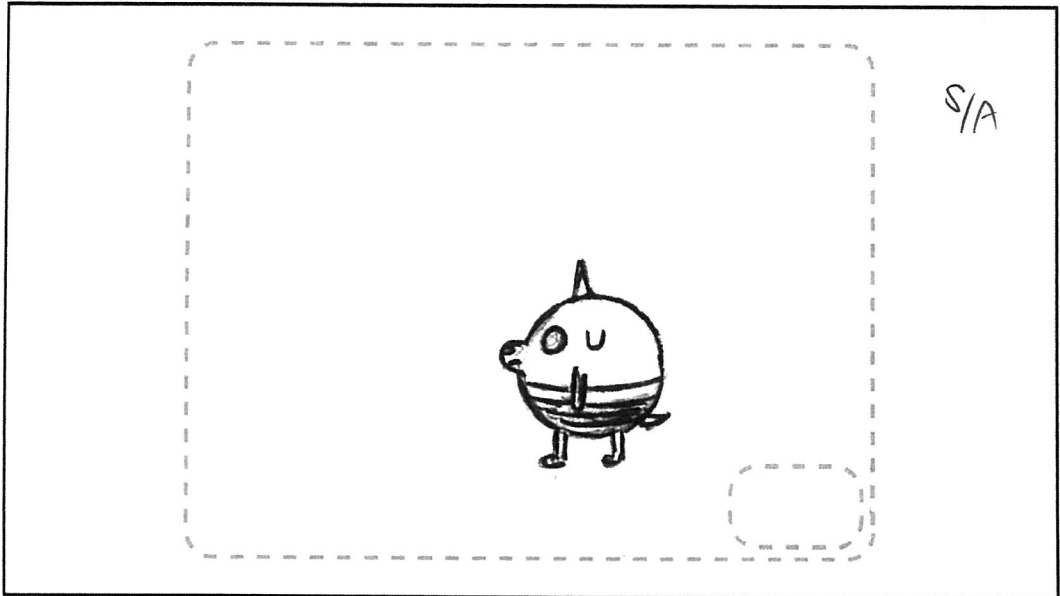
Page 36

Sc. 16

Pnl. F

Bg.

day night

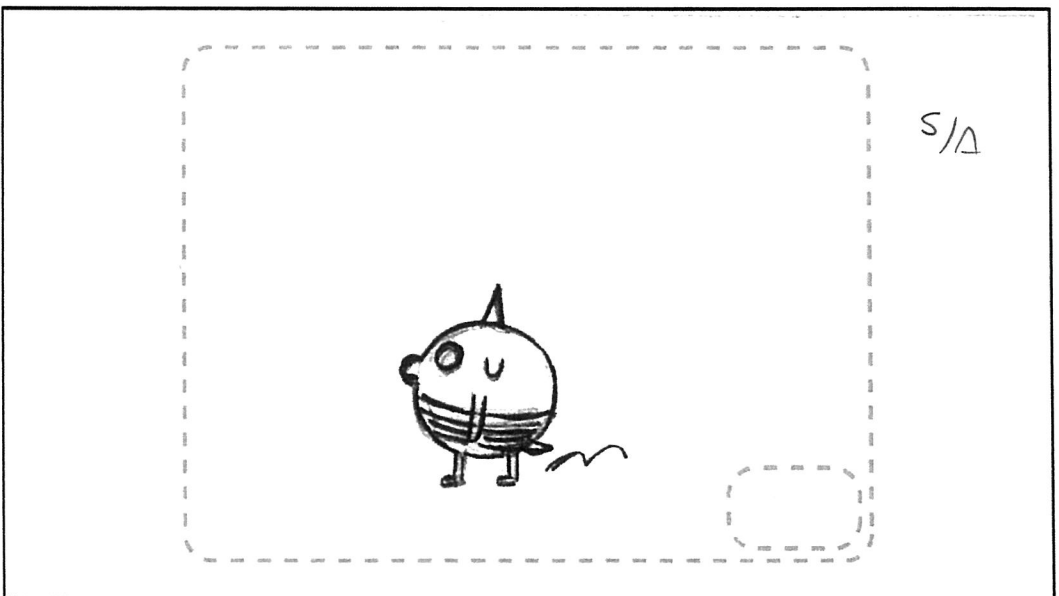


Sc. 16

Pnl. G

Bg.

day night



Dialog:

Action:

TV looking around.

-TV TAKES A FEW STEPS

Timing:

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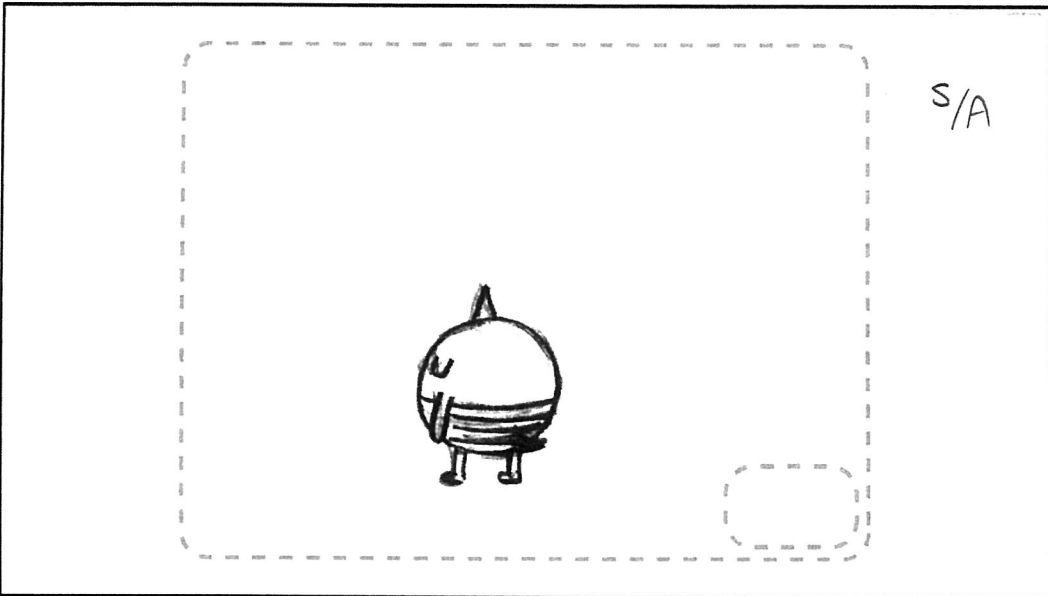


Sc. 16

Pnl. H

Bg.

day night

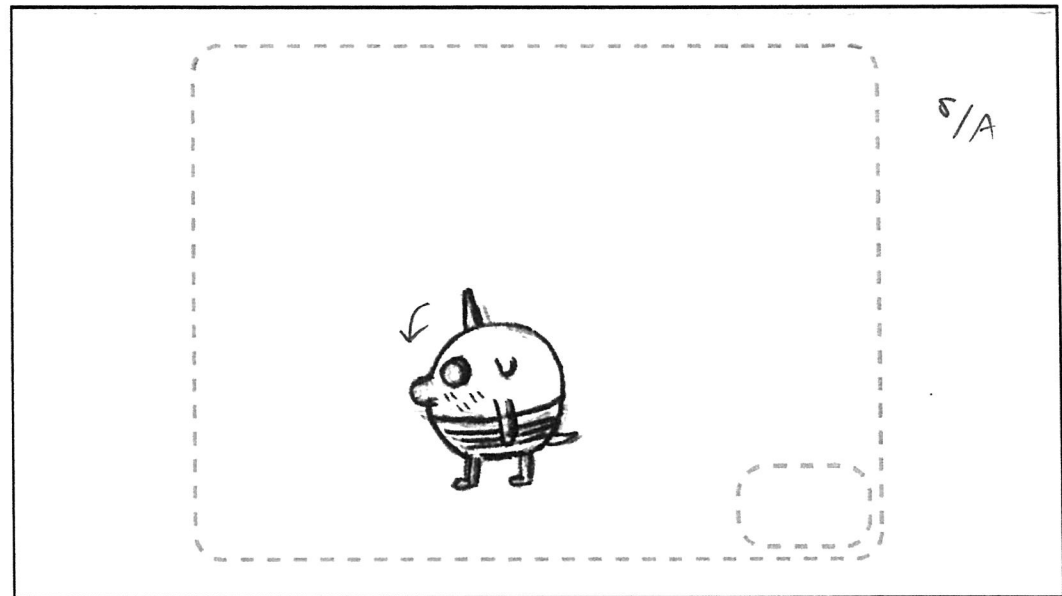


Sc. 16

Pnl. I

Bg.

day night



Dialog:	
Action:	TV looking around some more.
	TV looks at a drawer.
Timing:	

EPISODE # 1034-232

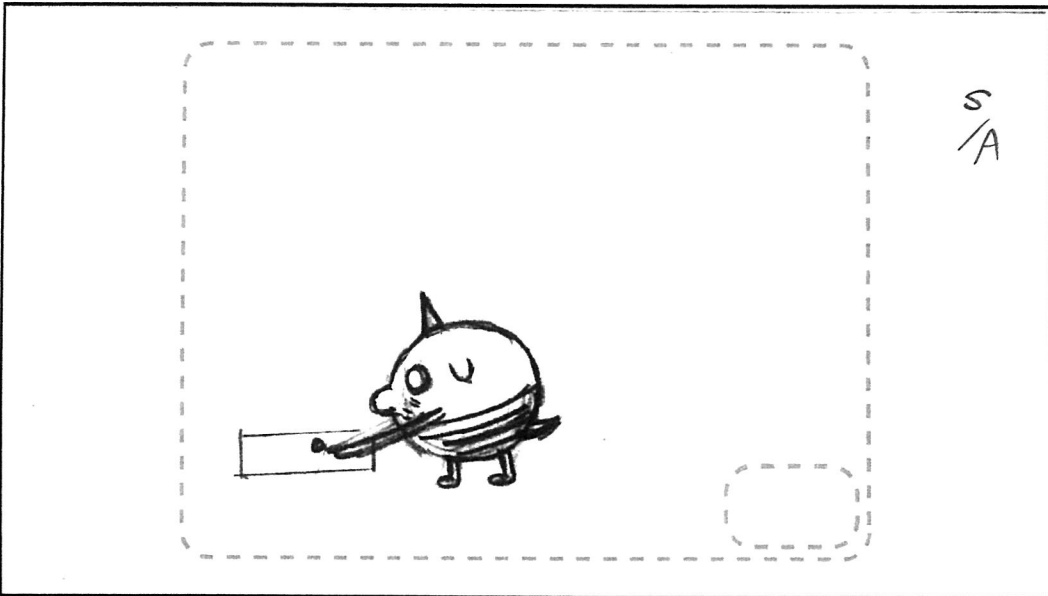
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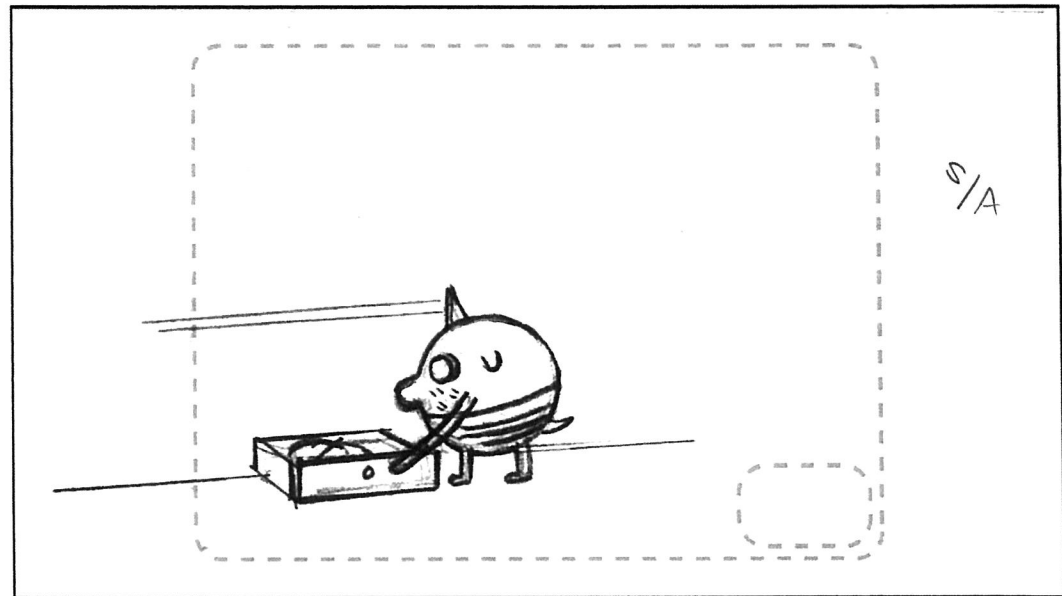
ADVENTURE TIME



Sc. 16 Pnl. J Bg. day night



Sc. 16 Pnl. K Bg. day night



Dialog:	<u>SFX:</u> Shoont. [drawer opening]
Action:	TV opens drawer.
Timing:	

EPISODE # 1034-232

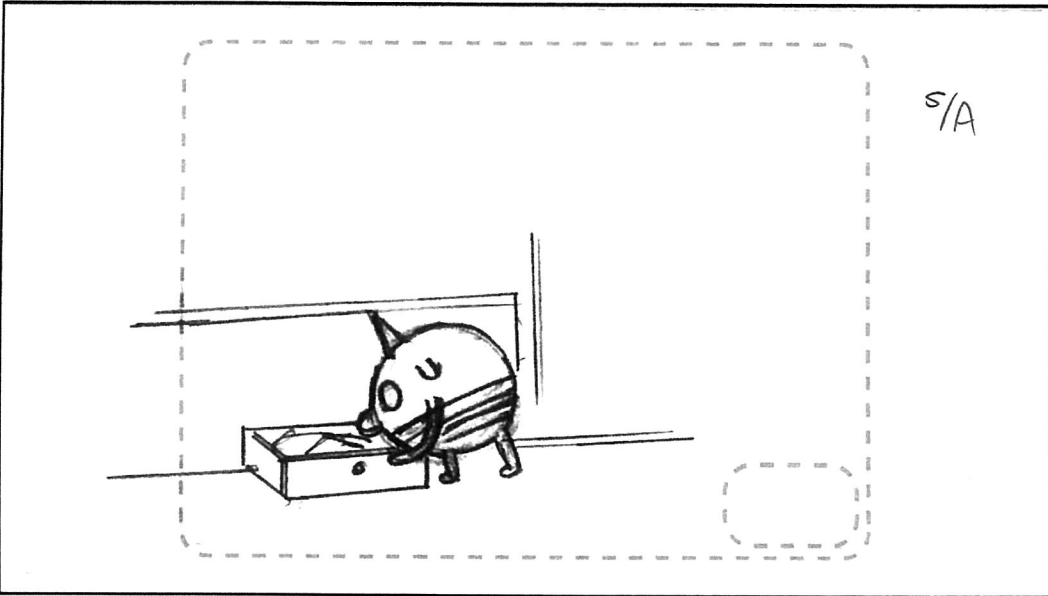
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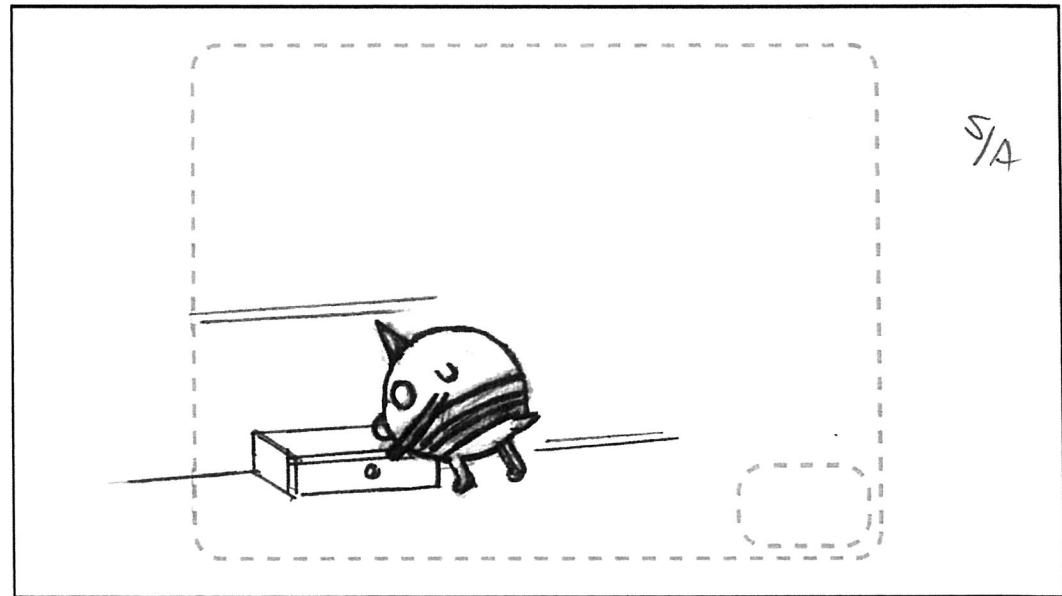
ADVENTURE TIME



Sc. 16 Pnl. L Bg. day night



Sc. 16 Pnl. M Bg. day night



Dialog:		<u>SFX</u> : Clunky clunky clunk
Action:	TV looks inside drawer.	TV rummages around inside drawer.
Timing:		

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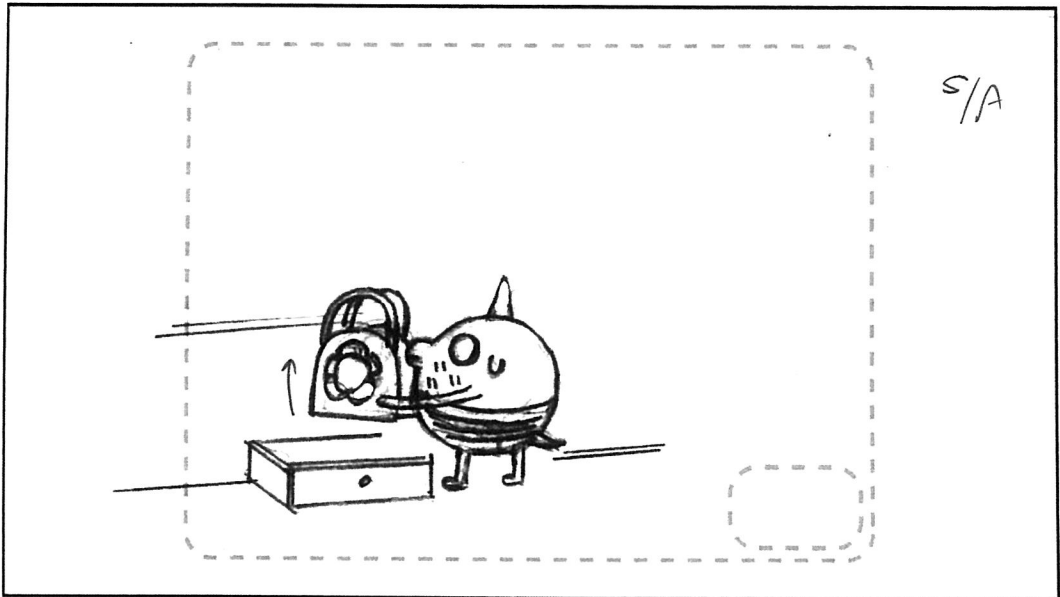
Page 40

Sc. 16

Pnl. N

Bg.

day night

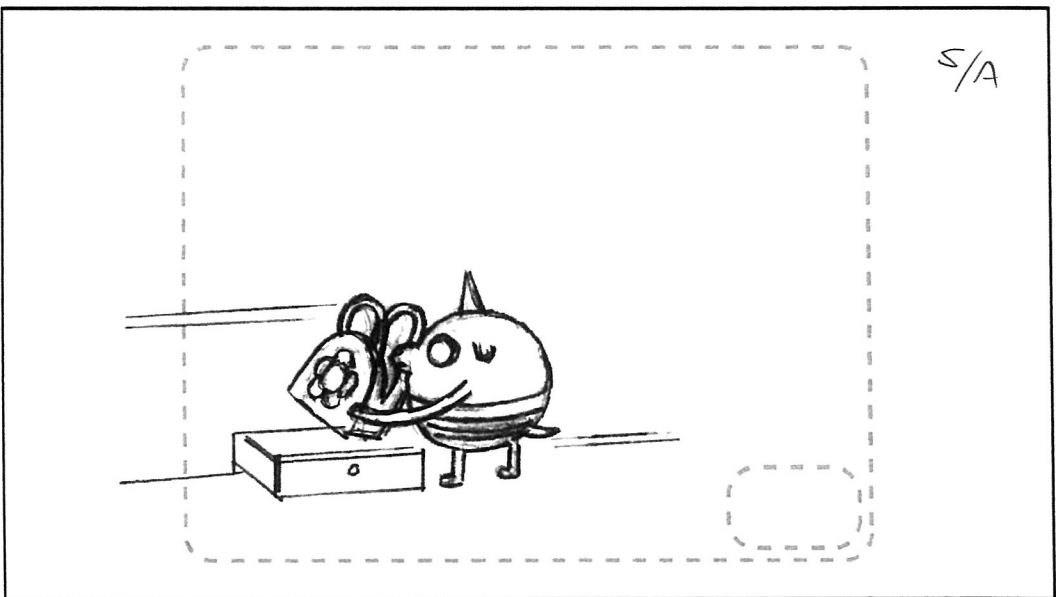


Sc. 16

Pnl. O

Bg.

day night



Dialog:

Action:

TV pulls a brightly-colored vinyl handbag
out of the drawer.

TV looks inside the handbag.

Timing:

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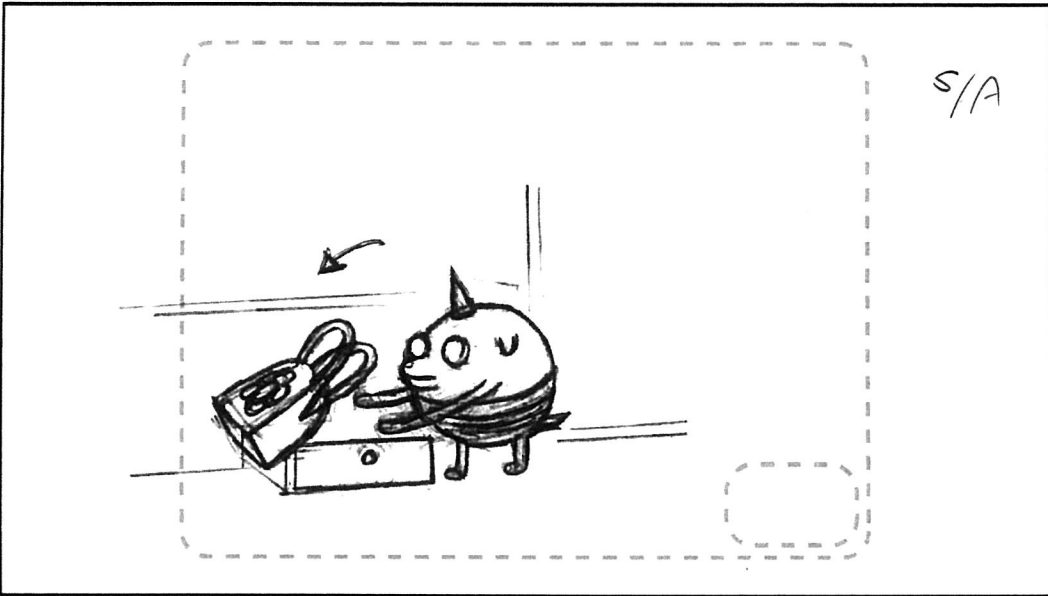


Sc. 16

Pnl. P

Bg.

day night

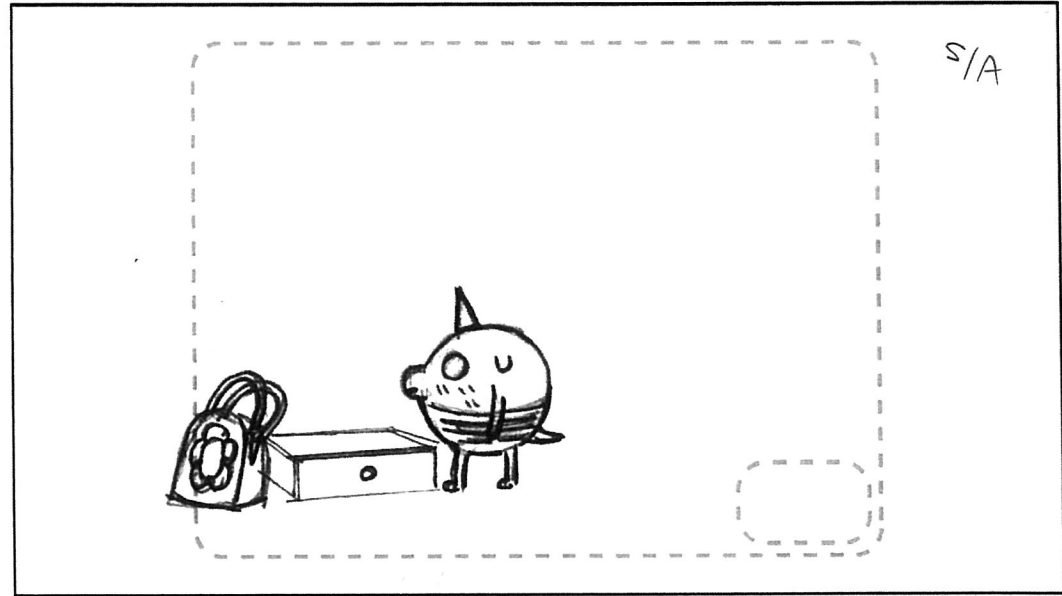


Sc. 16

Pnl. Q

Bg.

day night



Dialog:	
Action:	TV tosses the handbag aside.
Timing:	

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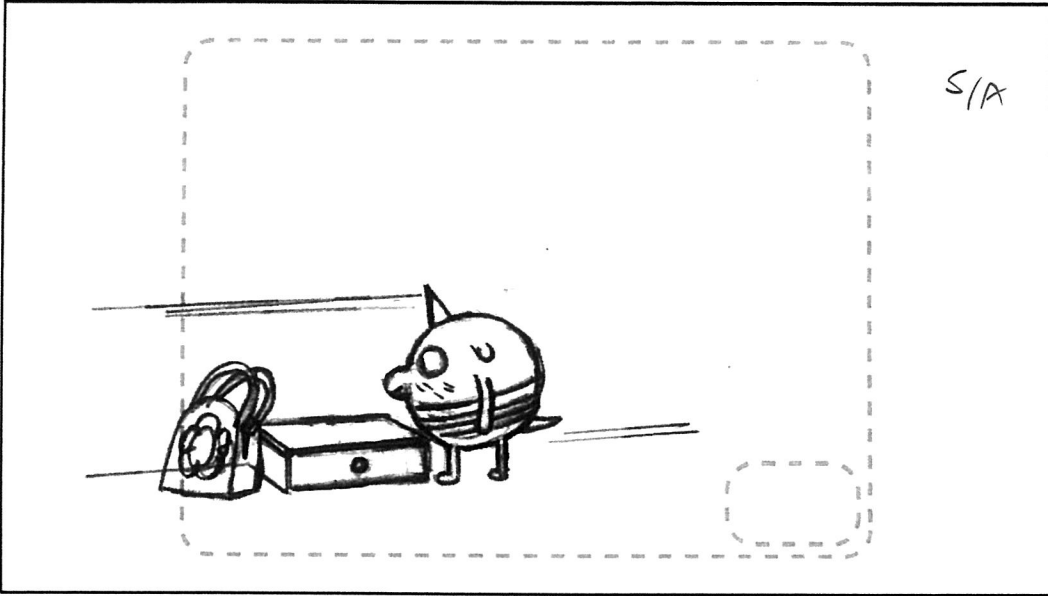


Sc. 16

Pnl. R

Bg.

day night

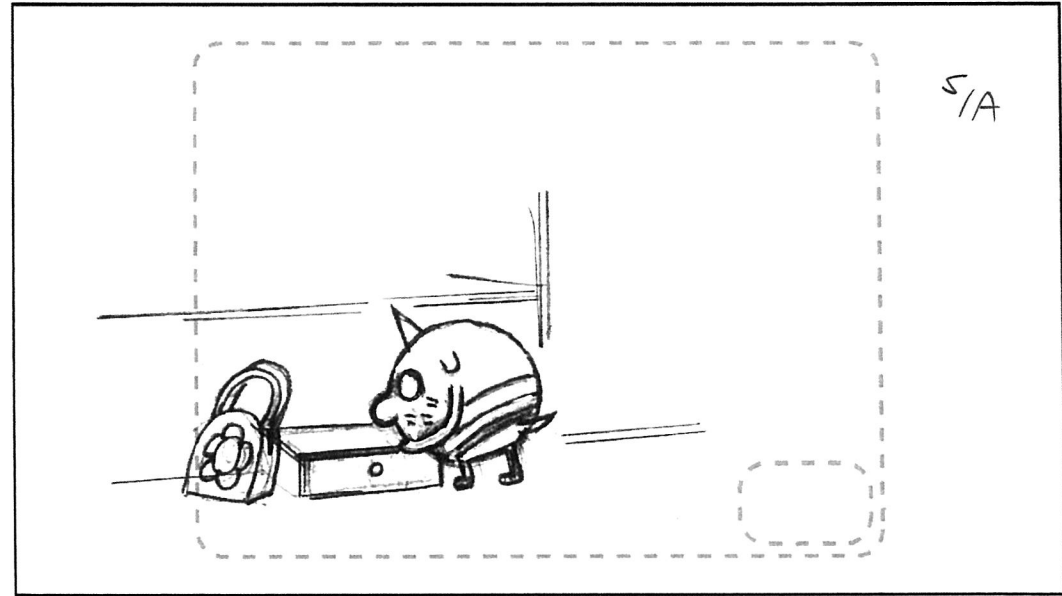


Sc. 16

Pnl. S

Bg.

day night



Dialog:	TV: HM?
Action:	TV looks inside the drawer.
Timing:	

EPISODE # 1034-232
Production :

ADVENTURE TIME



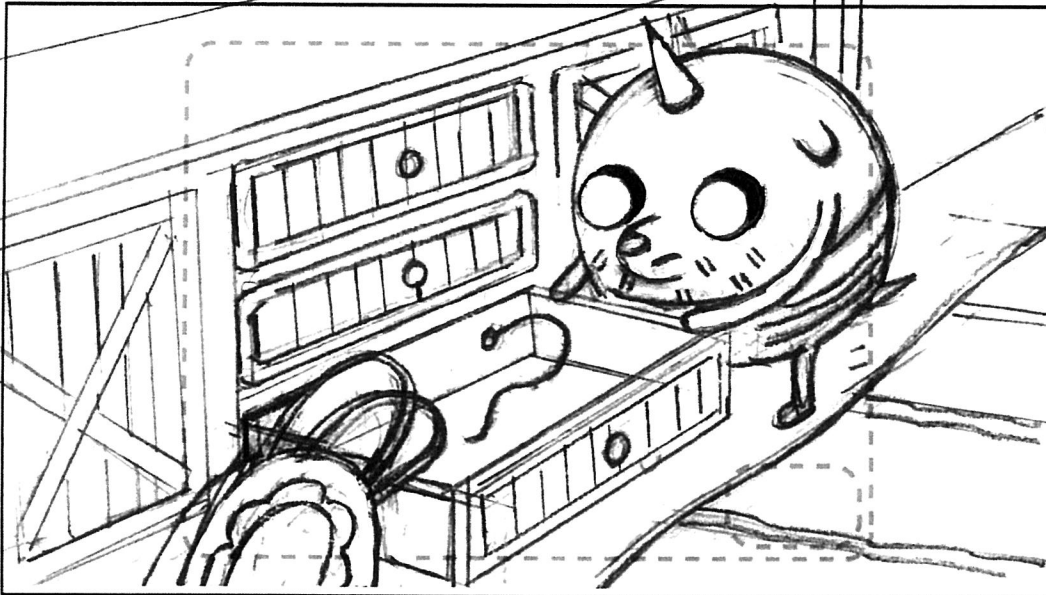
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Sc. 17

Pnl. A

Bg.

day night

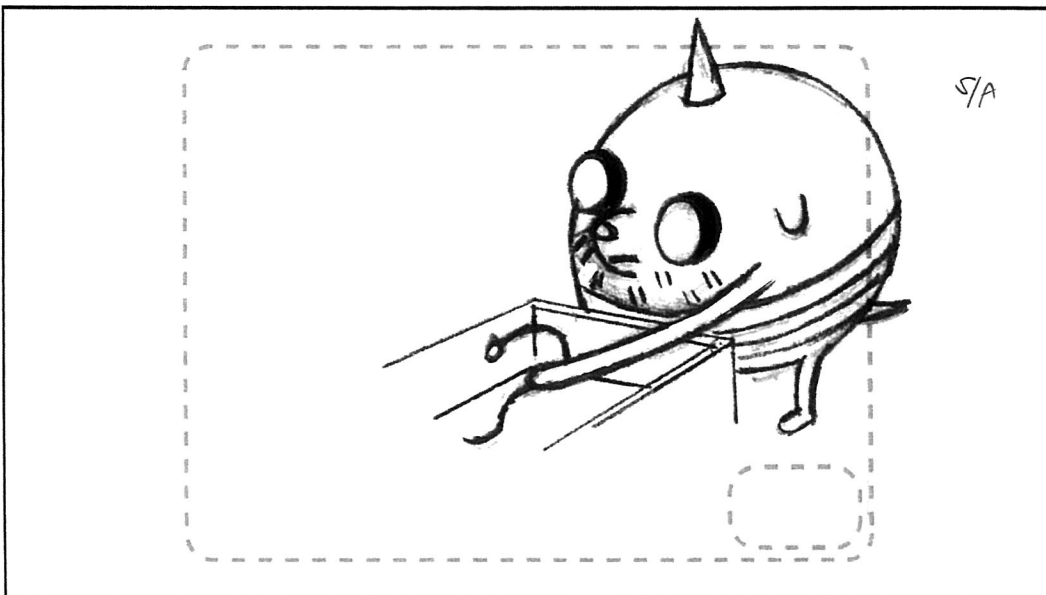


Sc. 17

Pnl. B

Bg.

day night



Dialog:

Action:

TV sees a string, which is nailed to the back of the drwer.

— With curiosity, TV grabs the string.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

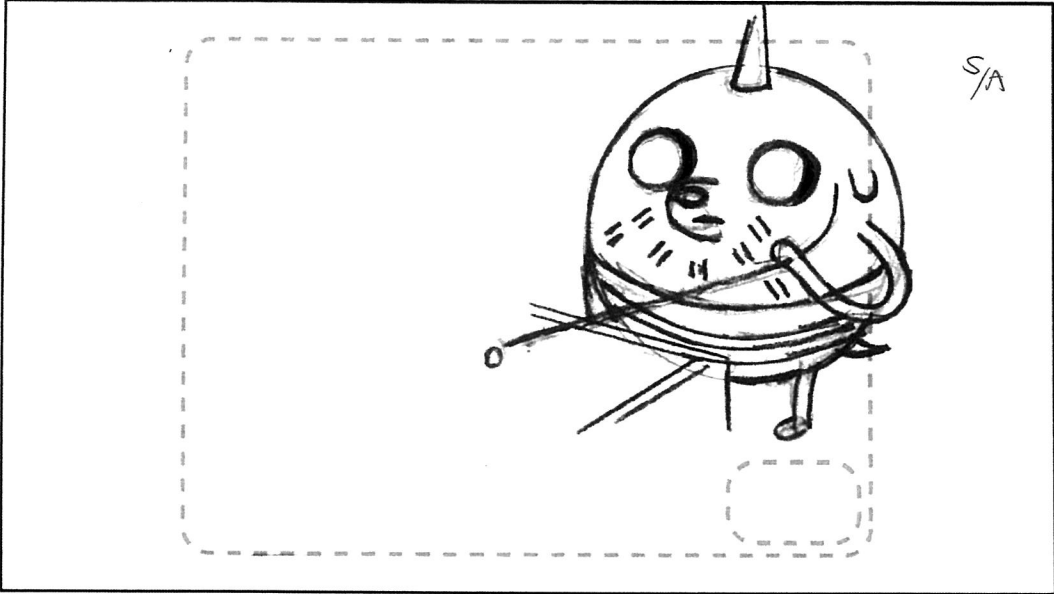


Sc. 17

Pnl. C

Bg.

day night

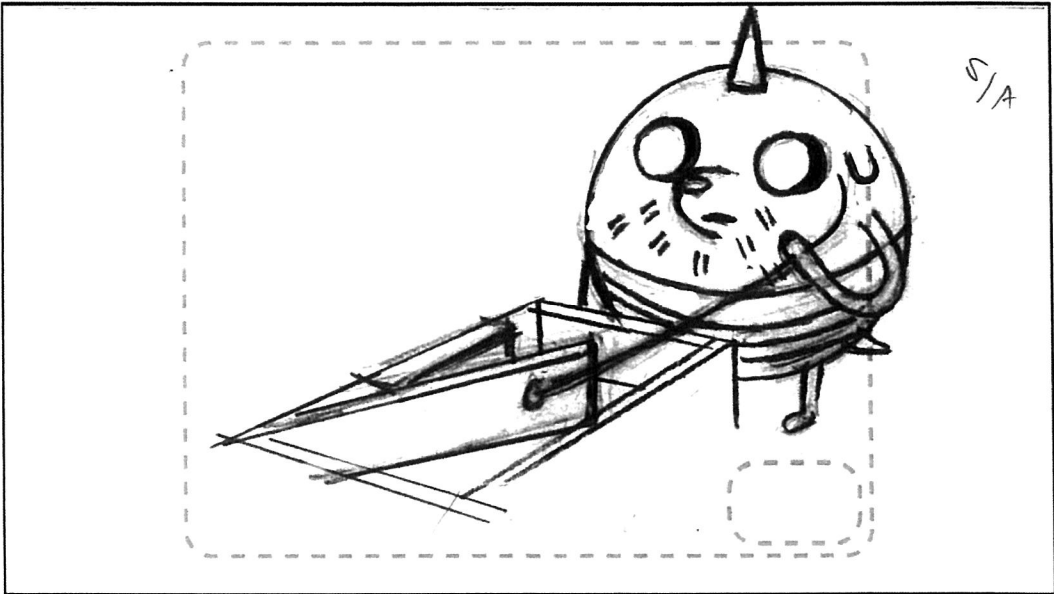


Sc. 17

Pnl. D

Bg.

day night



Dialog:

SFX: Punk, shoont [back of drawer opens,
a box pops forward]

Action:

TV pulls the string.

The string pulls open the back of the drawer.

Timing:

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ADVENTURE TIME

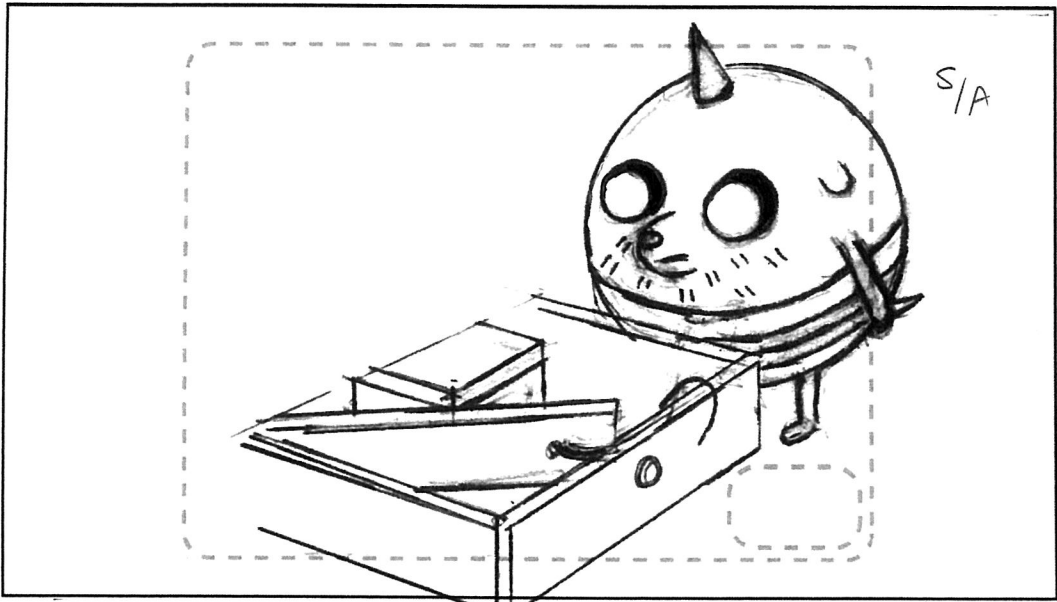


Sc. 17

Pnl. E

Bg.

day night

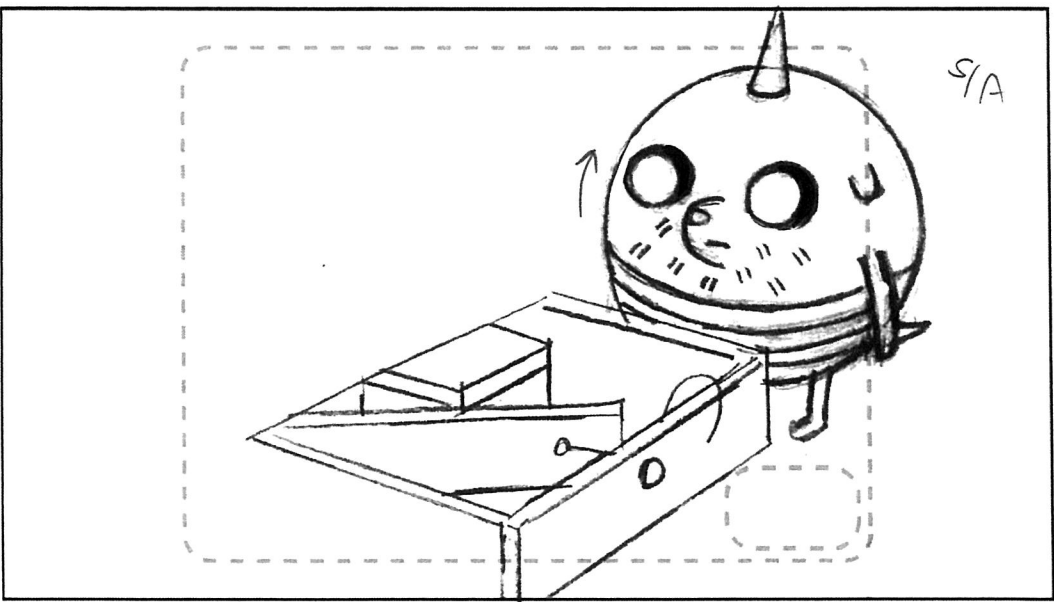


Sc. 17

Pnl. F

Bg.

day night



Dialog:

Action:

-TV LOOKS AT BOX

-TV GLANCES AROUND.

(FI)

Timing:



EPISODE # 1034-232

Production :

ADVENTURE TIME

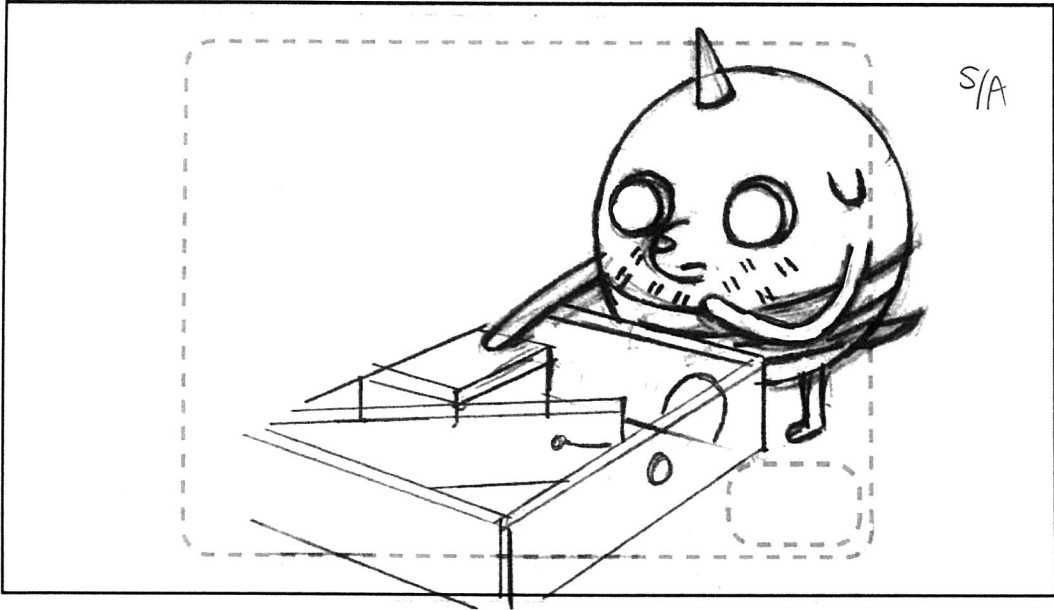


Sc. 17

Pnl. G

Bg.

day night

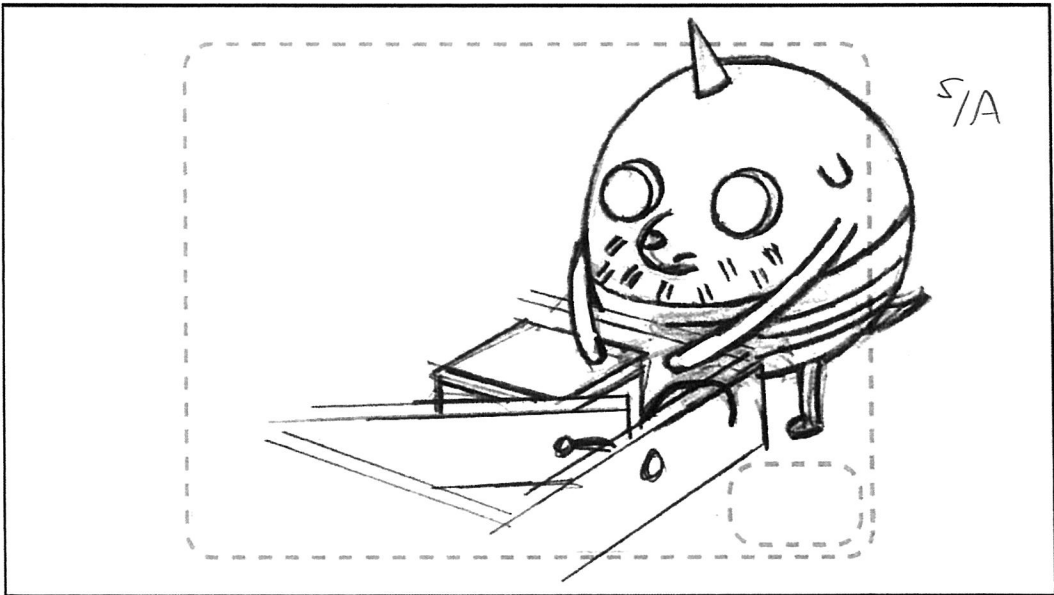


Sc. 17

Pnl. H

Bg.

day night



Dialog:

Action:

TV grabs the box.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



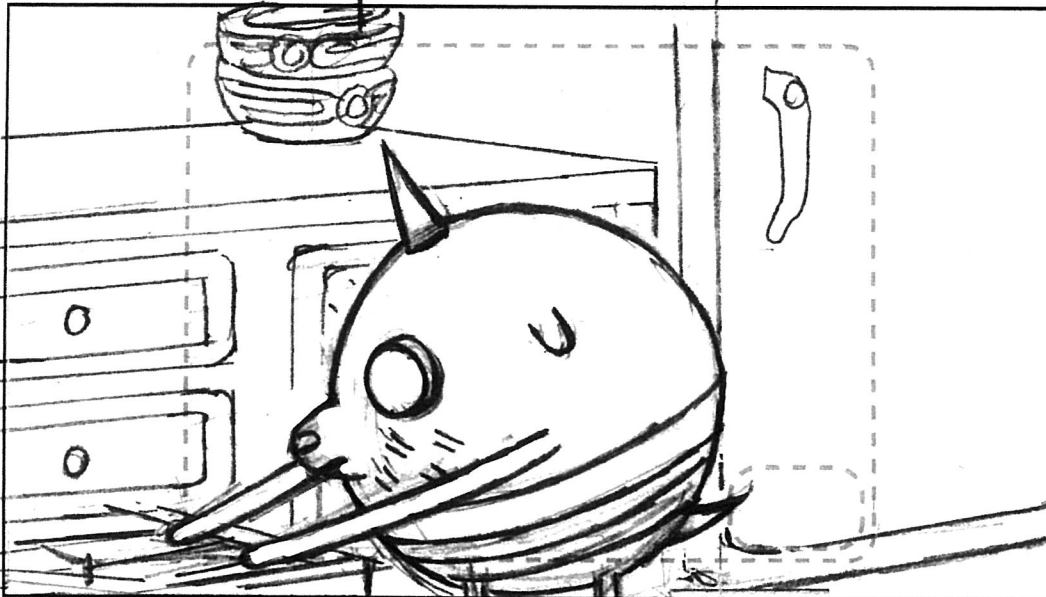
Page 47

Sc. 18

Pnl. A

Bg.

day night

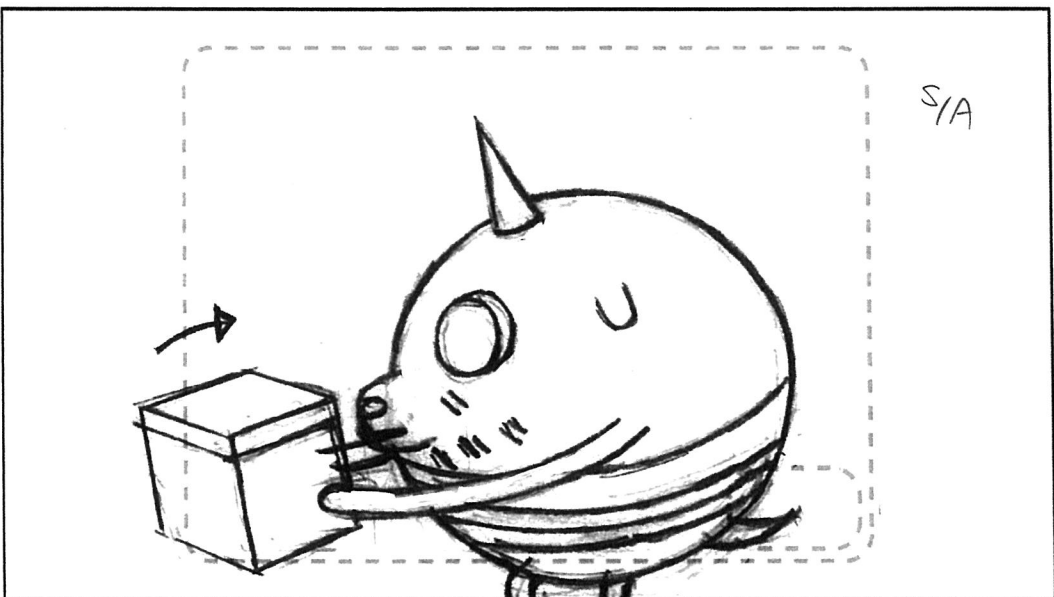


Sc. 18

Pnl. B

Bg.

day night



Dialog:

Action:

TV lifts the box out of the drawer.

[BOX IS ORNATE, CARVED WOOD]

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



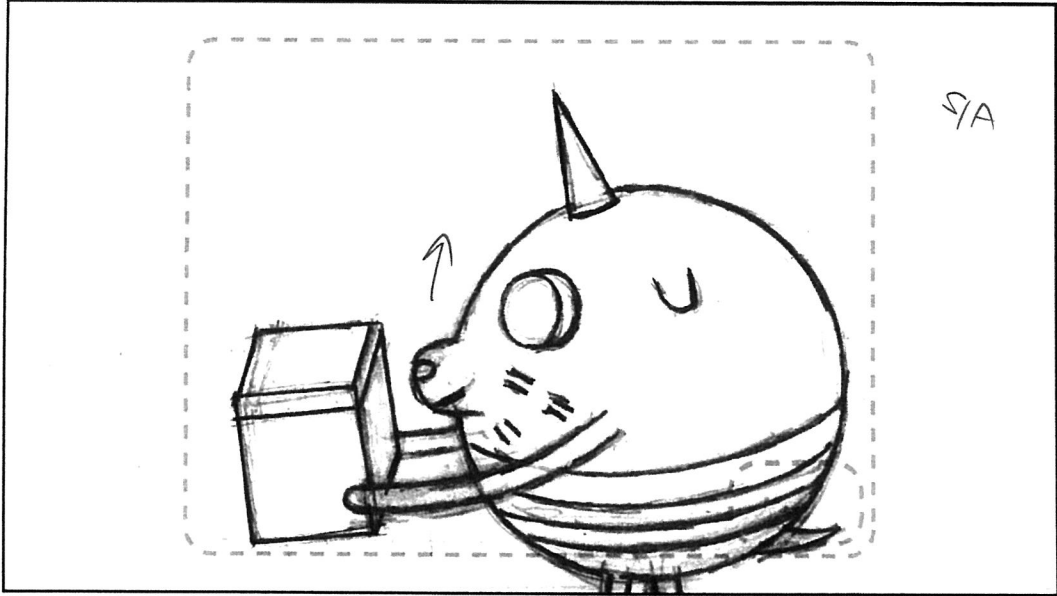
Page 48

Sc. 18

Pnl. C

Bg.

day night

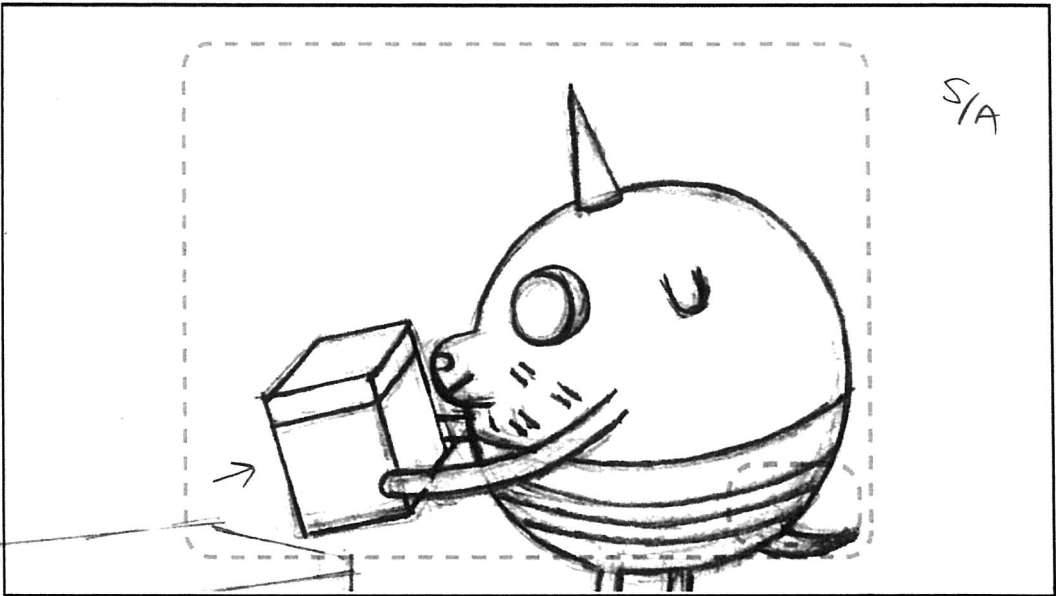


Sc. 18

Pnl. D

Bg.

day night



Dialog:

TV: mm.

Action:

- TV EXAMINES BOX.

Timing:

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EPISODE # 1034-232

Production :

ADVENTURE TIME

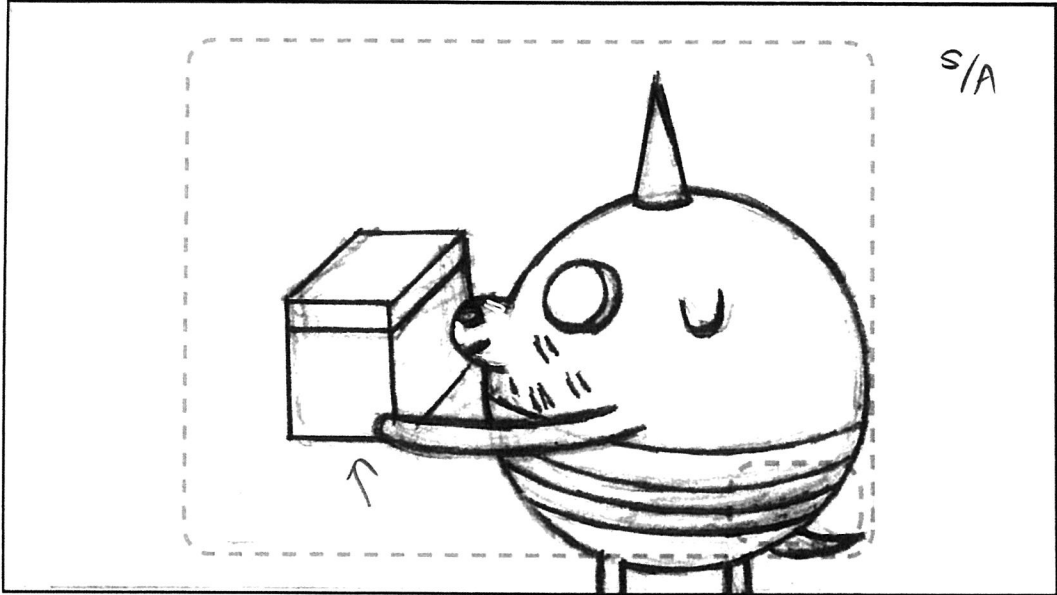


Sc. 18

Pnl. E

Bg.

day night

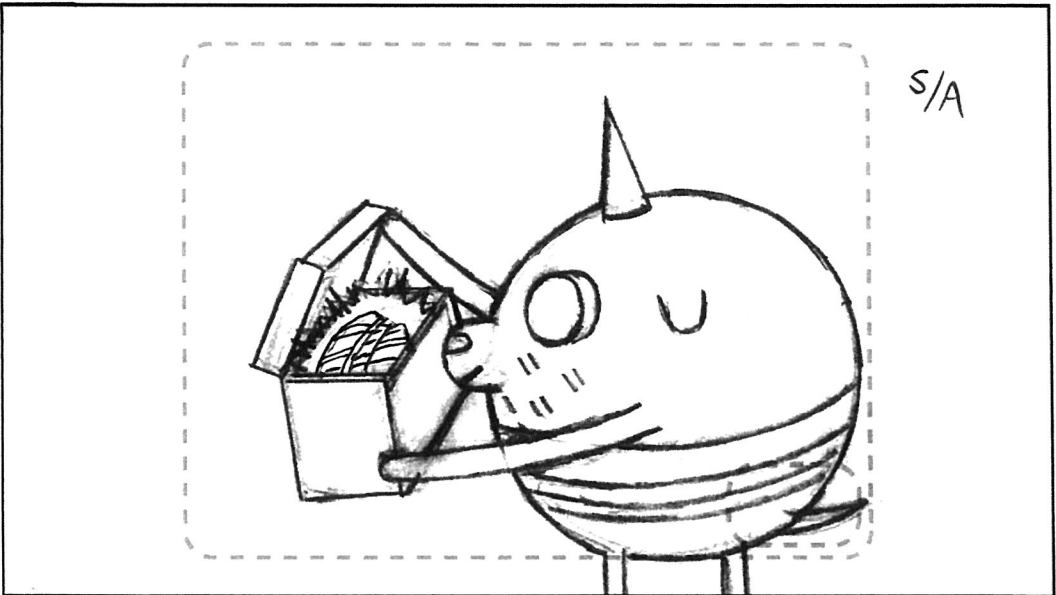


Sc. 18

Pnl. F

Bg.

day night



Dialog:

Action:

TV opens the box -- revealing a
CRYSTAL SANDWICH - SHAPED OBJECT

Timing:

EPISODE # 1034-232

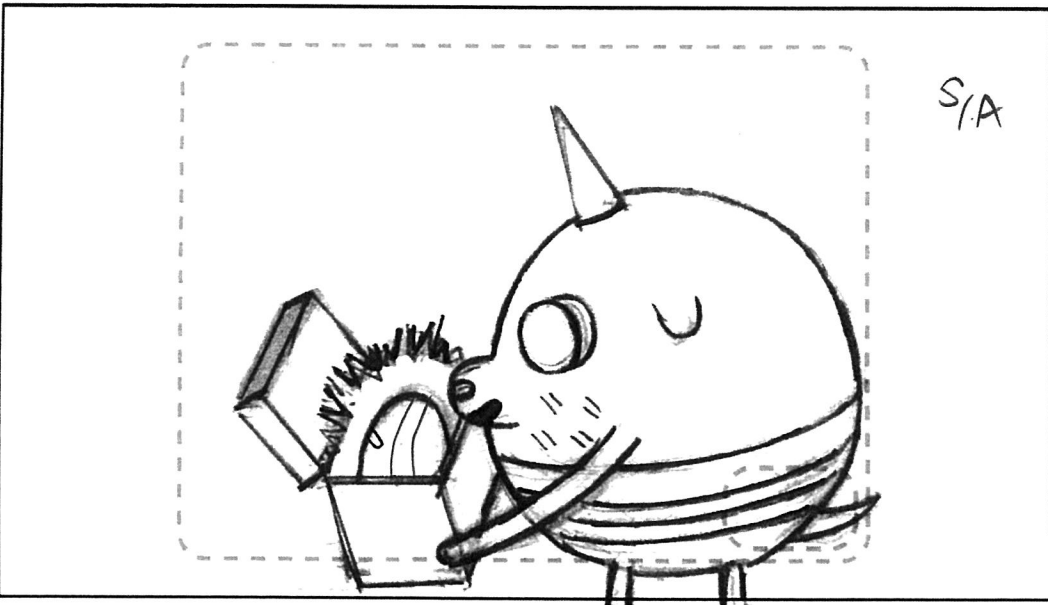
Production :

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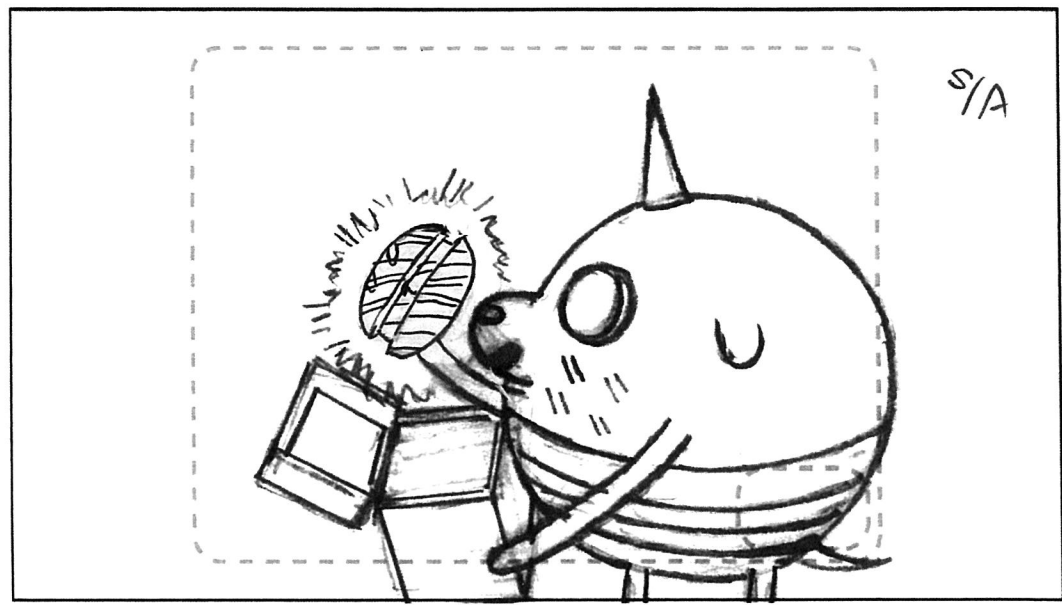
ADVENTURE TIME



Sc. 18 Pnl. G Bg. day night



Sc. 18 Pnl. H Bg. day night



Dialog:	TV: Hey! Some kind of SAMMICH
Action:	
Timing:	

EPISODE # 1034-232
Production :

ADVENTURE TIME

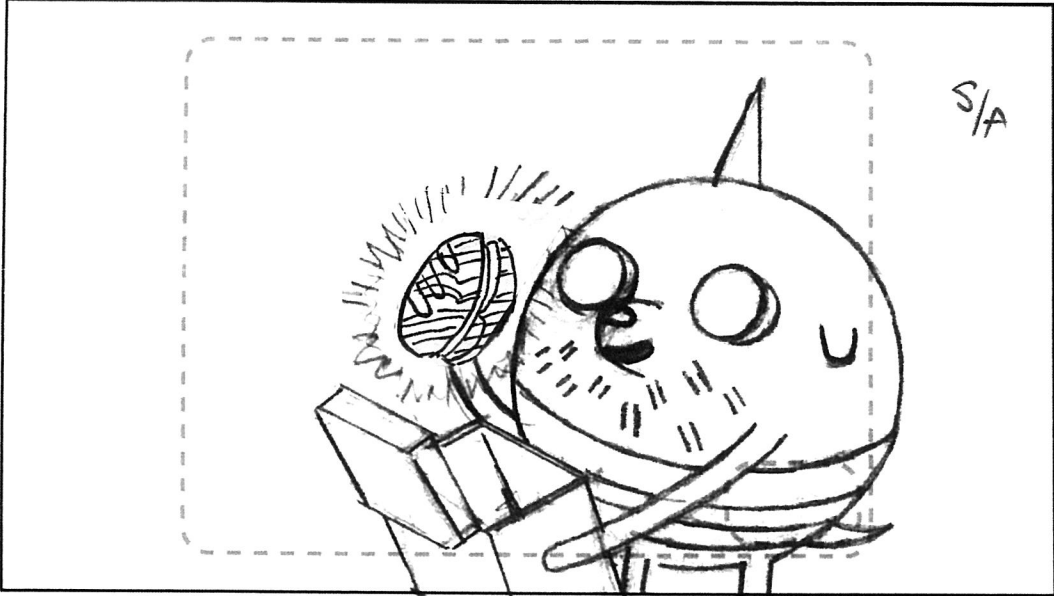


Sc. 18

Pnl. I

Bg.

day night

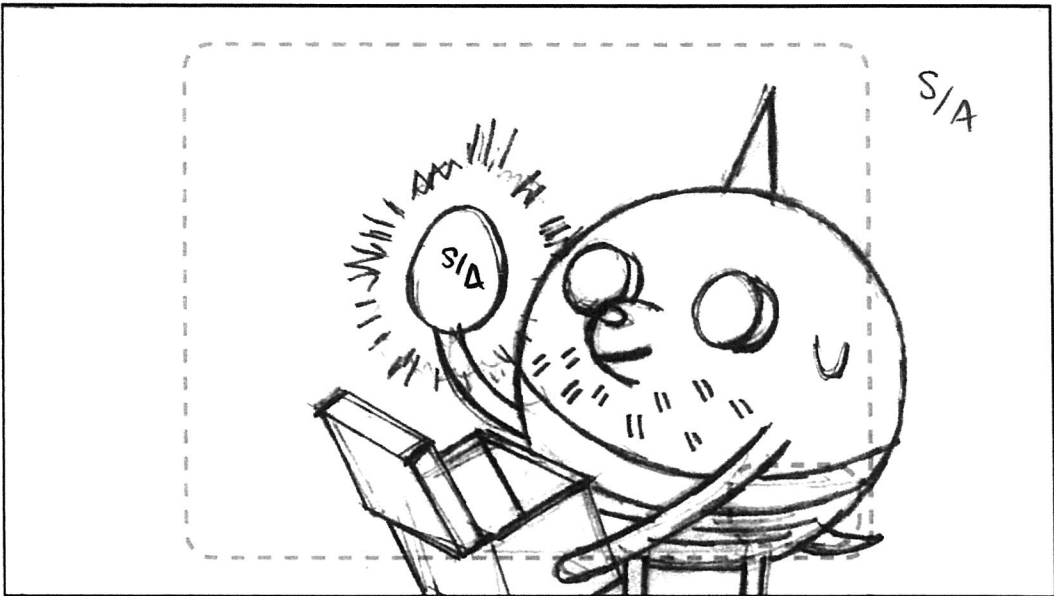


Sc. 18

Pnl. J

Bg.

day night



Dialog:

Action:

- TV REGARDS SANDWICH FOR A BEAT.

Timing:

ADVENTURE TIME



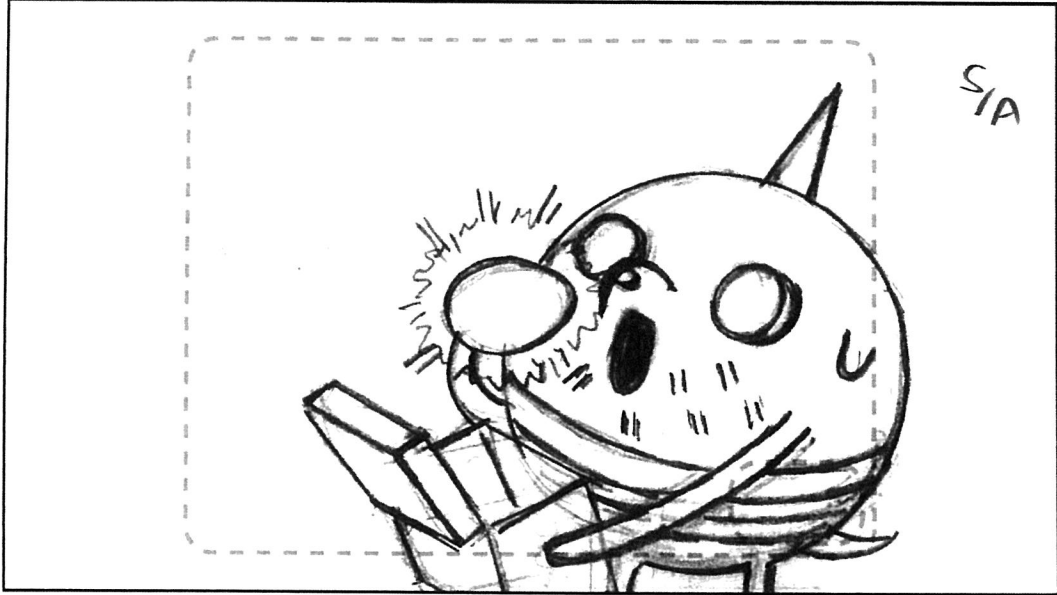
Page 52

Sc. 18

Pnl. I

Bg.

day night

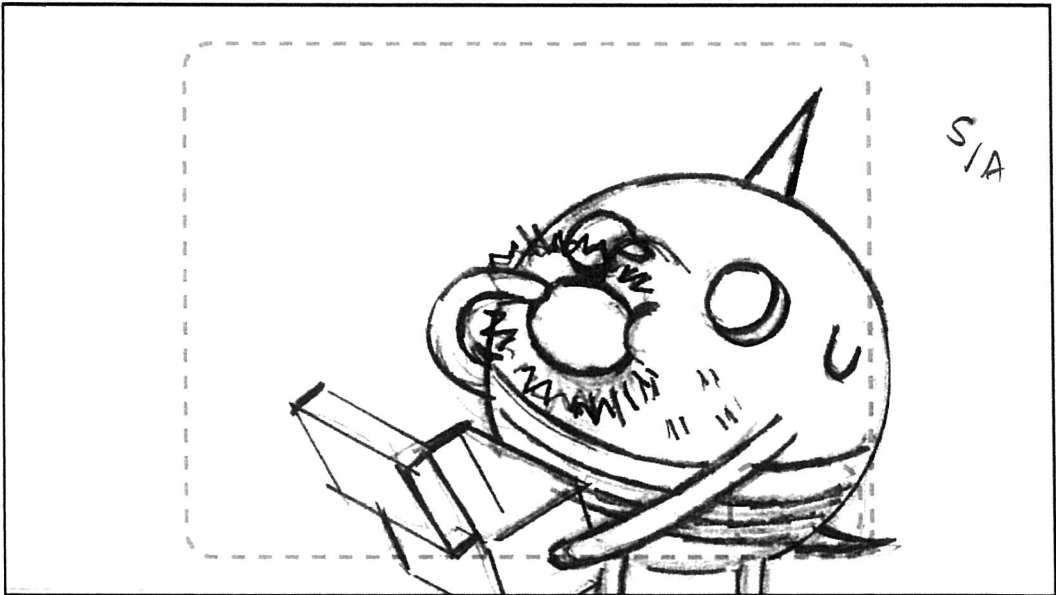


Sc. 18

Pnl. J

Bg.

day night



Dialog:

SFX: Gloomp.

Action:

Timing:

EPISODE # 1034-232

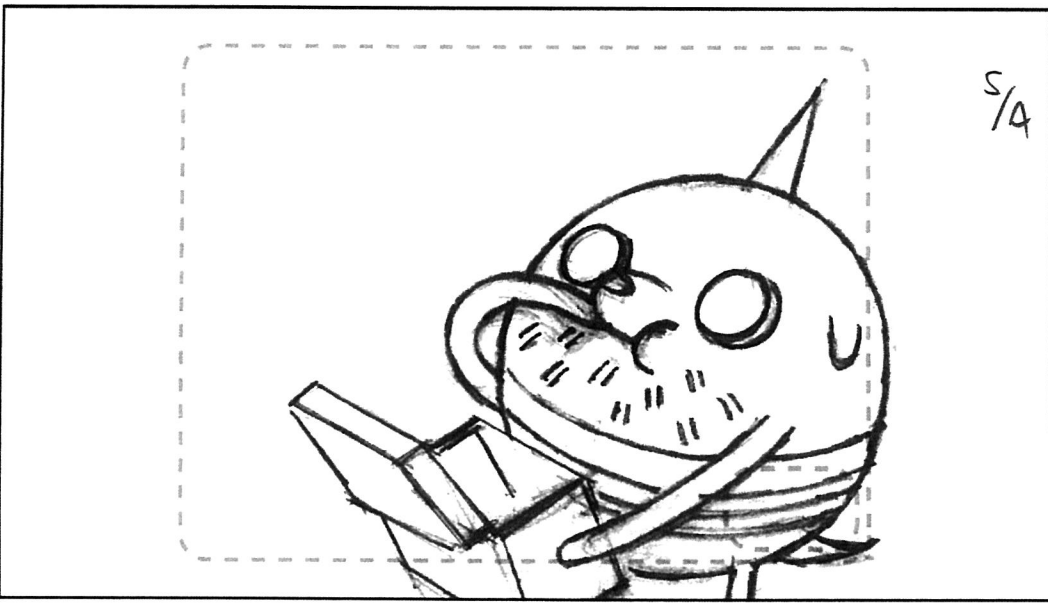
Production :

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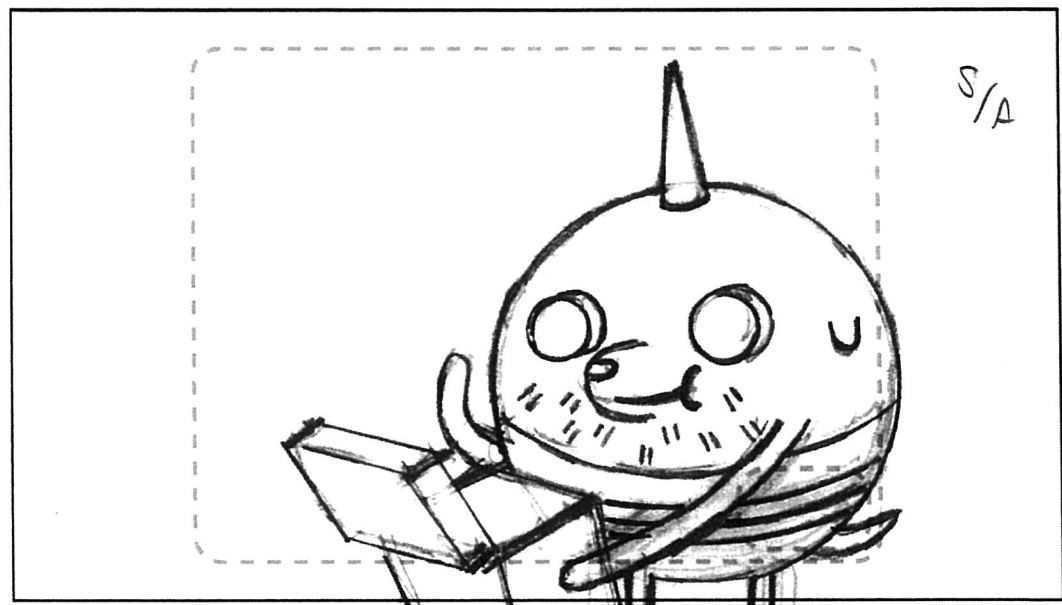
ADVENTURE TIME



Sc. 18 Pnl. M Bg. day night



Sc. 18 Pnl. N Bg. day night



Dialog:	<u>SFX:</u> Gulp.
Action:	-TV EATS SANDWICH IN ONE BITE.
Timing:	

EPISODE # 1034-232
Production :

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ADVENTURE TIME



Sc. 18

Pnl. O

Bg.

day night



Sc. 18

Pnl. P

Bg.

day night



Dialog:

Action:

- TV LOOKS AT BOX

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Page 55

Sc. 18

Pnl. Q

Bg.

day night

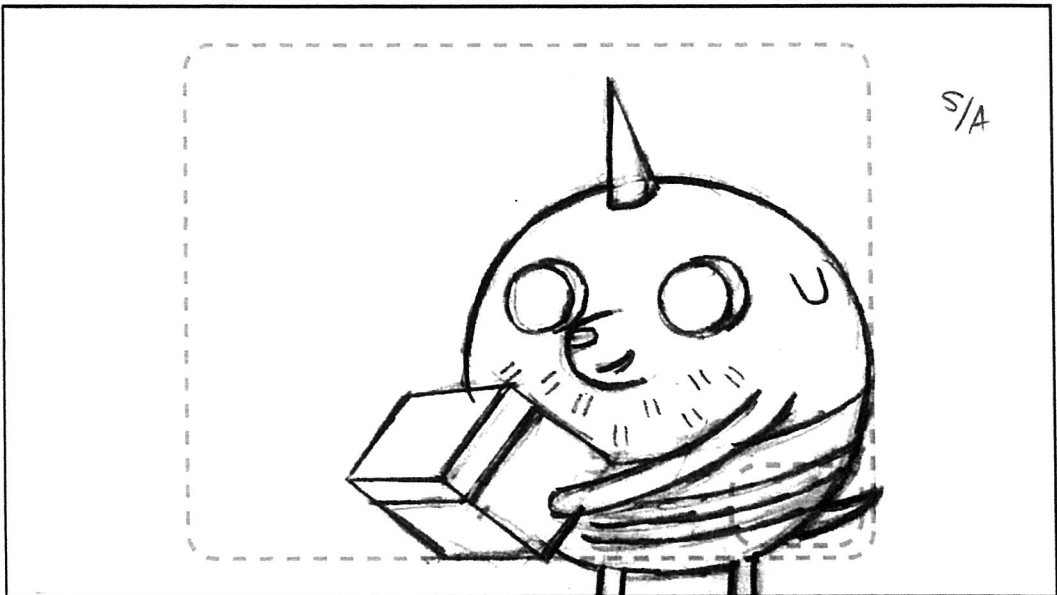


Sc. 18

Pnl. R

Bg.

day night



Dialog:

SFX: Clak.

TV (V.O.): This box LOOKS VINTAGE

Action:

TV closes the box.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Sc. 18

Pnl. S

Bg.

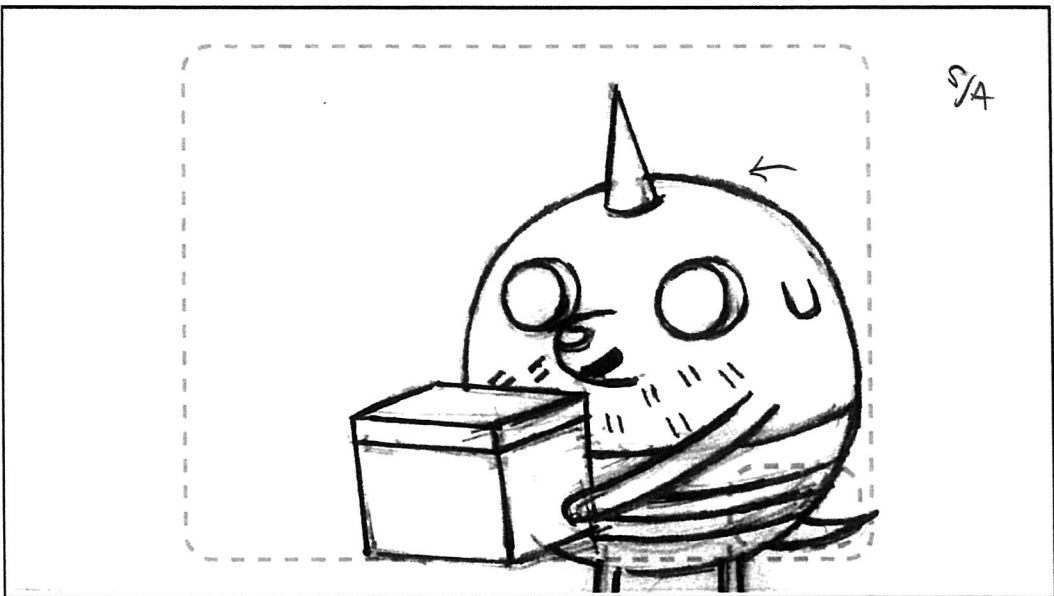
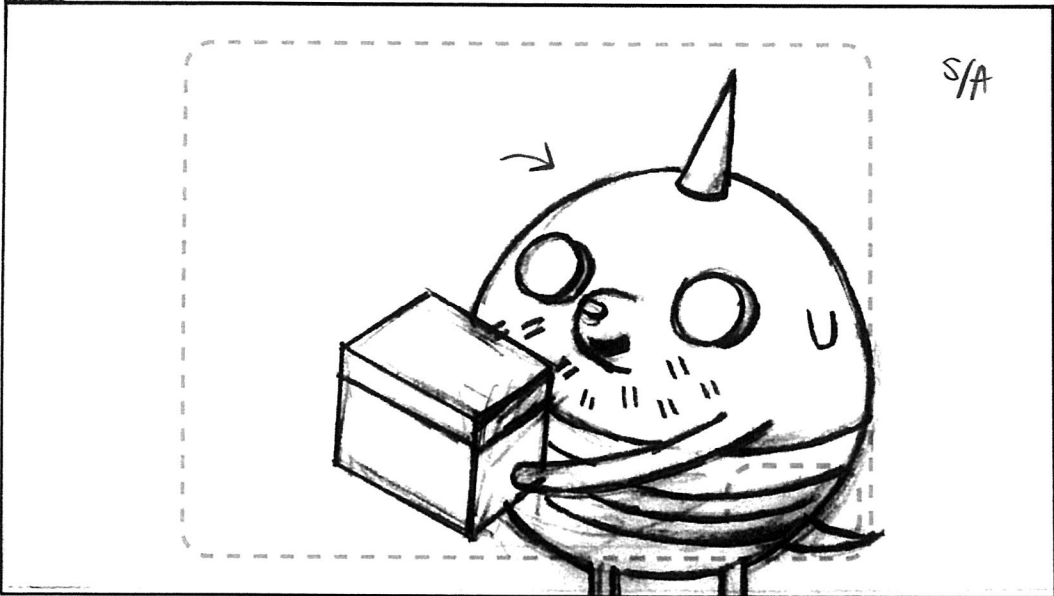
day night

Sc. 18

Pnl. T

Bg.

day night



Dialog:

TV: It could be worth money.

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



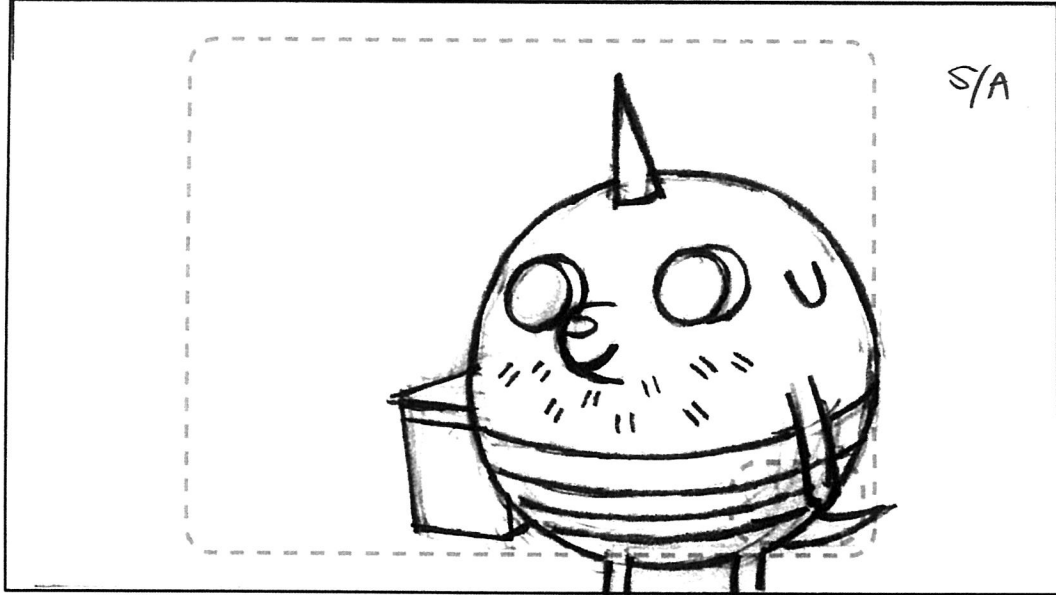
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Sc. 18

Pnl. U

Bg.

day night

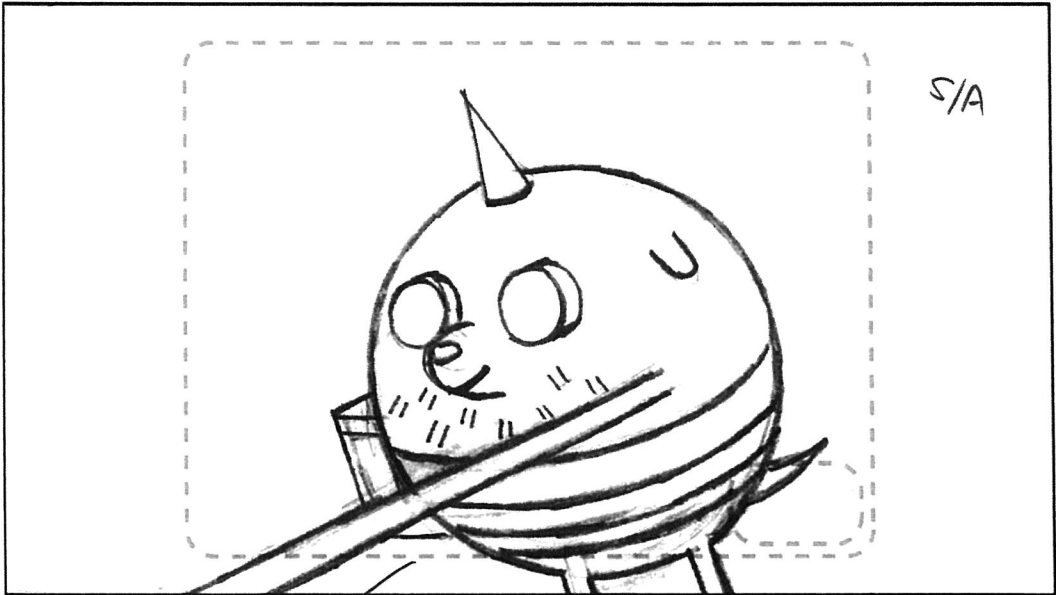


Sc. 18

Pnl. V

Bg.

day night



Dialog:

Action:

- TV REACHES OFF/S

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



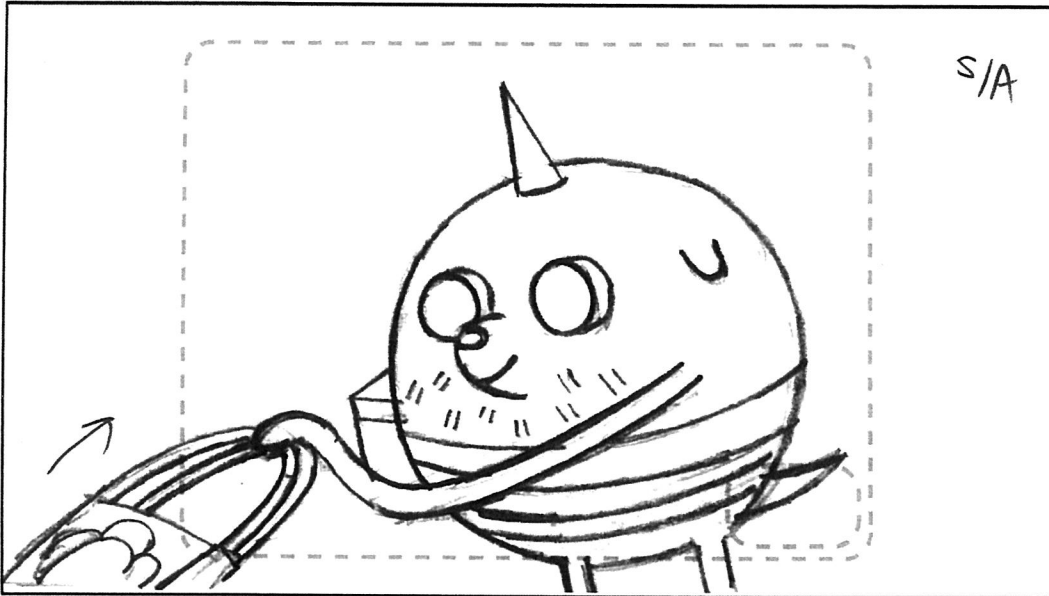
Page 58

Sc. 18

Pnl. W

Bg.

day night

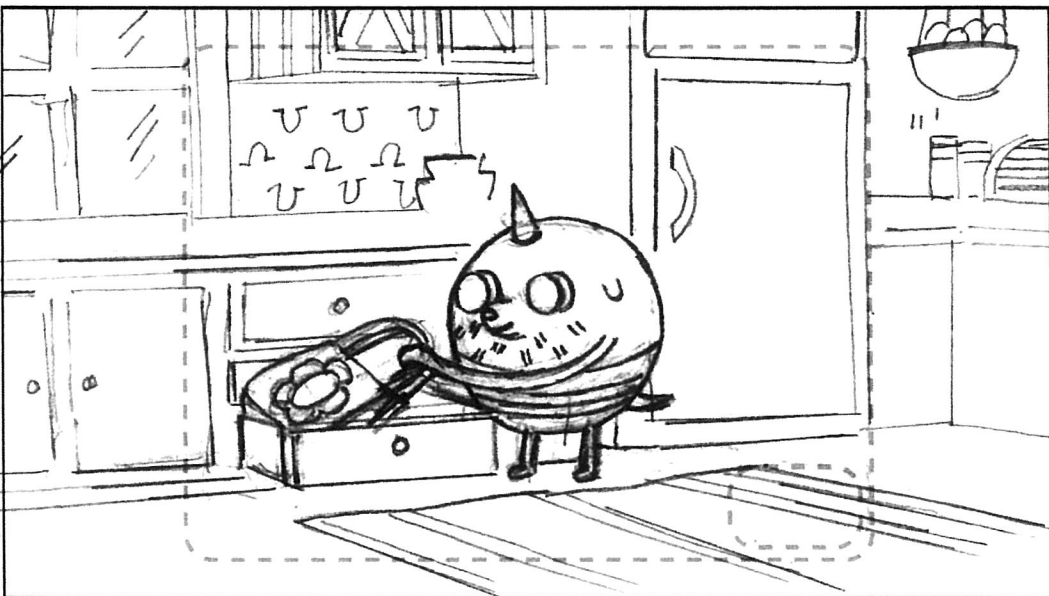


Sc. 19

Pnl. A

Bg.

day night



Dialog:
Action: - TV PICKS UP HANDBAG.
Timing:

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EPISODE # 1034-232

Production :

ADVENTURE TIME

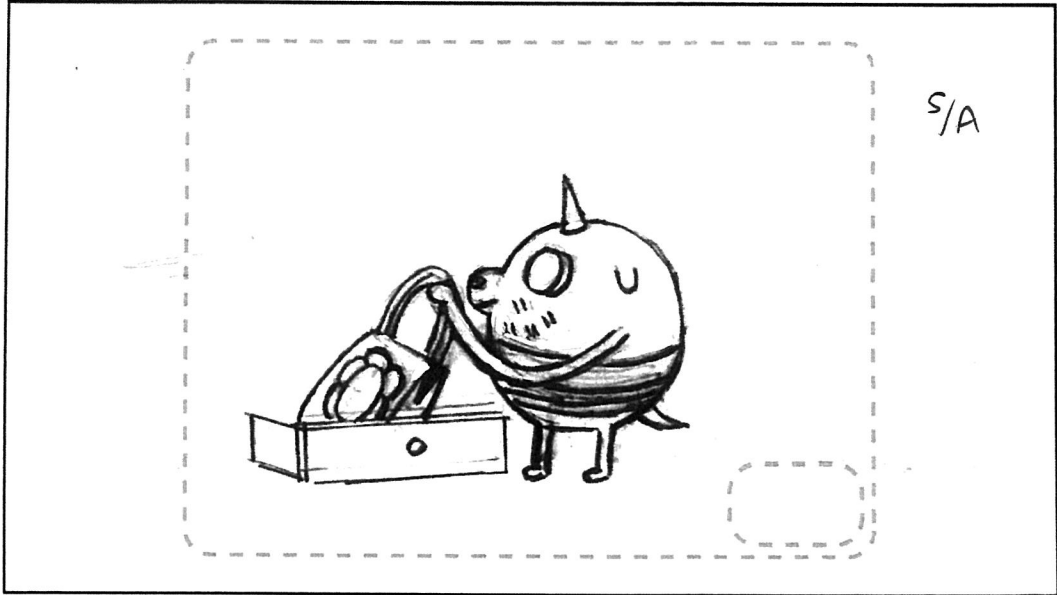


Sc. 19

Pnl. B

Bg.

day night

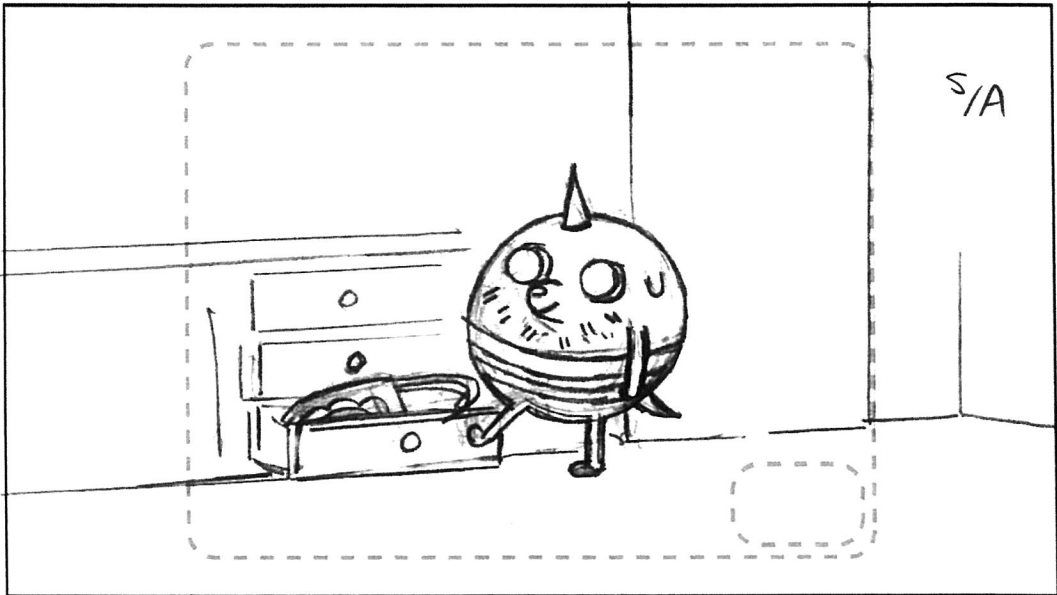


Sc. 19

Pnl. C

Bg.

day night



Dialog:

Action:

- TV puts the handbag back into the drawer.

[Antic. closing drawer.]

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

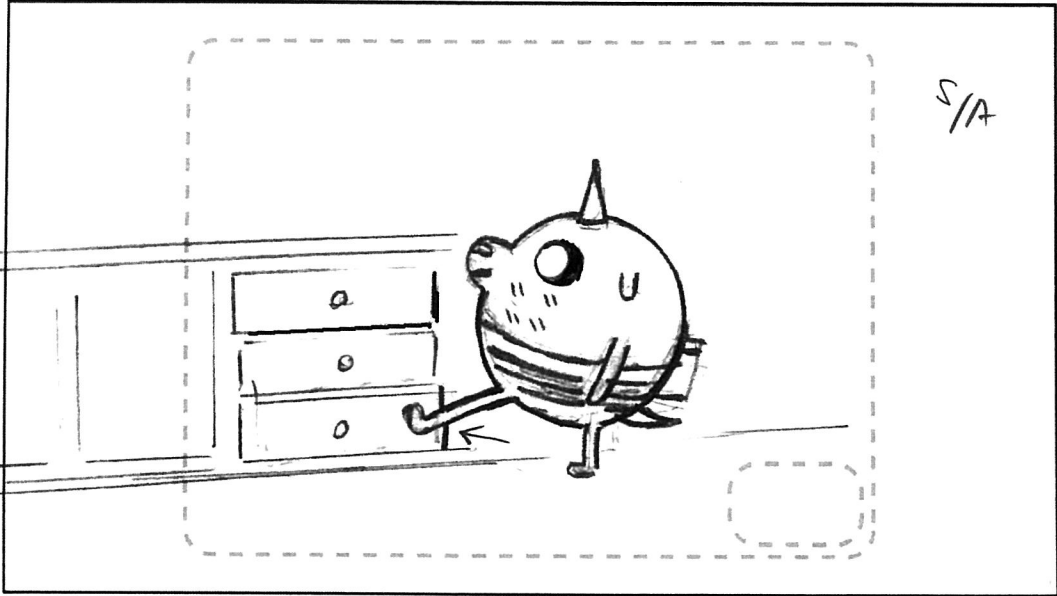


Sc. 19

Pnl. D

Bg.

day night

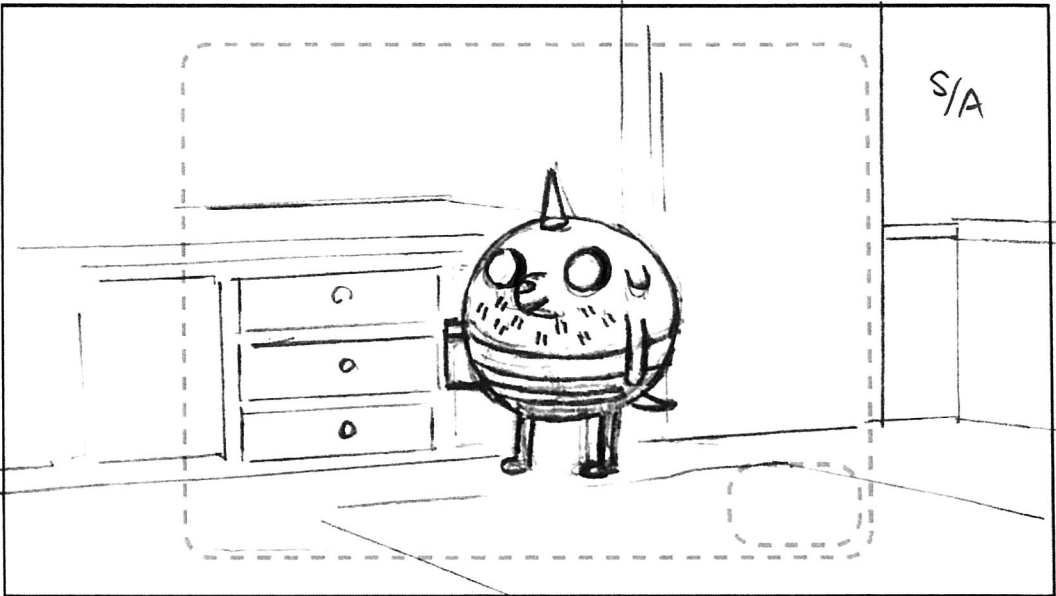


Sc. 19

Pnl. E

Bg.

day night



Dialog:

SFX: Shoont. [drawer]

Action:

TV closes the drawer with his foot.

TV is now feeling good, now that he has a plan.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



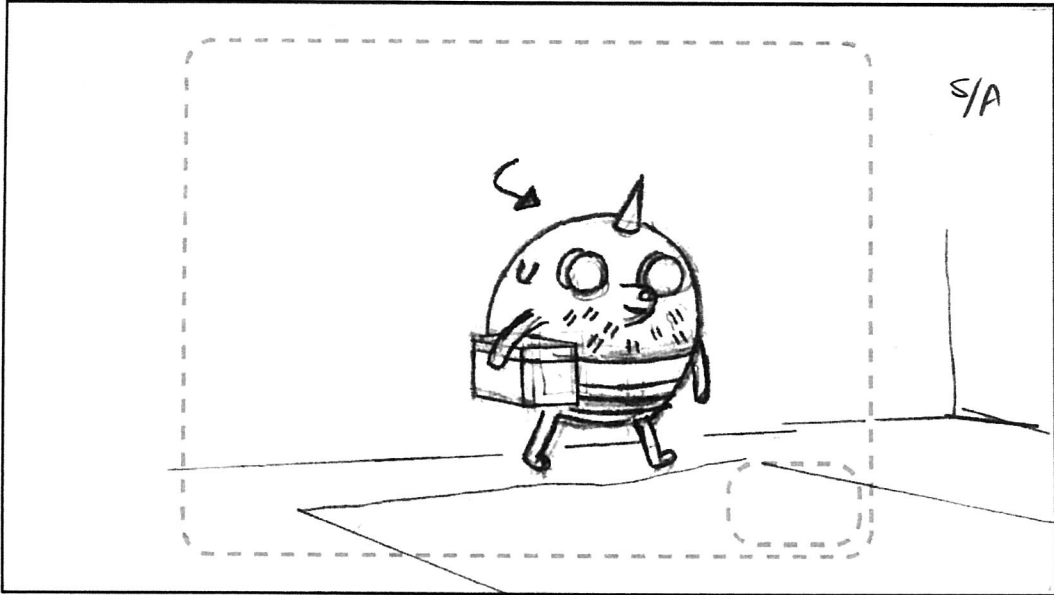
Page 61

Sc. 19

Pnl. F

Bg.

day night

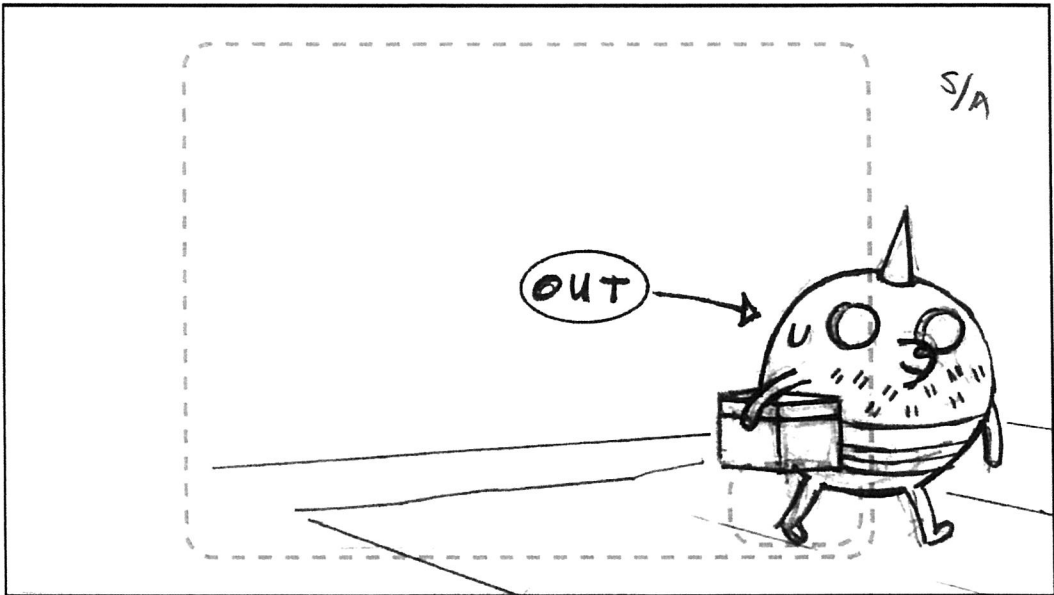


Sc. 19

Pnl. G

Bg.

day night



Dialog:	
Action:	-TV WALKS OFF/S.
Timing:	

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Production :

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ADVENTURE TIME



Next Pg64

Page 62

Sc. 20	Pnl. A	Bg.	day night	Sc.	Pnl.	Bg.	day night

Dialog:
<p><u>SFX:</u> Ticka ticka tick [keyboard]</p> <p><u>TV (V.O.):</u> " HEY MOM,</p> <p> I'M GOING TO THE MARKET</p> <p> TO SELL A WEIRD BOX. Also I made my --</p>
Action:
Timing:

EPISODE # 1034-232

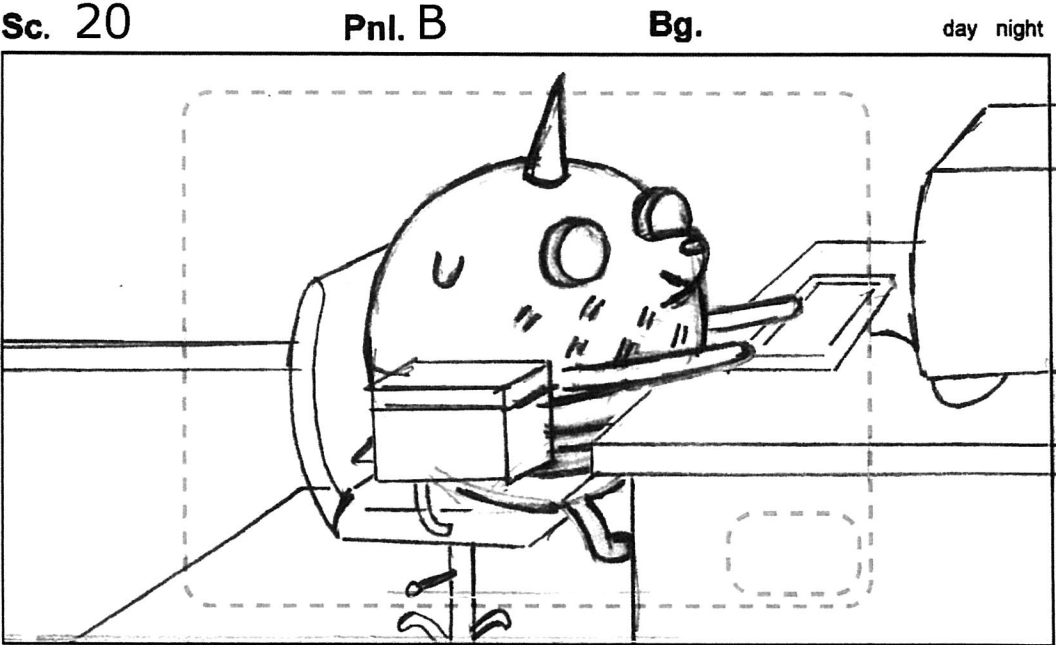
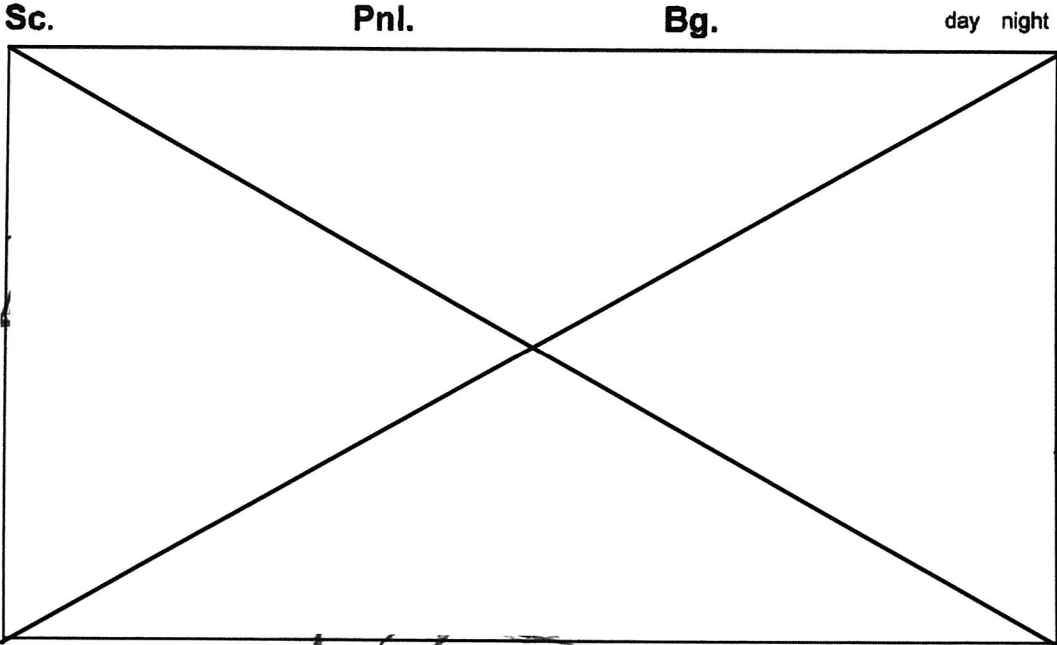
Production :

ADVENTURE TIME



Prev Pg62

Page 64



Dialog:	TV (V.O.): -- own lunch. I ate the WEIRD SANDWICH FROM --
Action:	SFX: TIKKA.
Timing:	

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Next Pg67

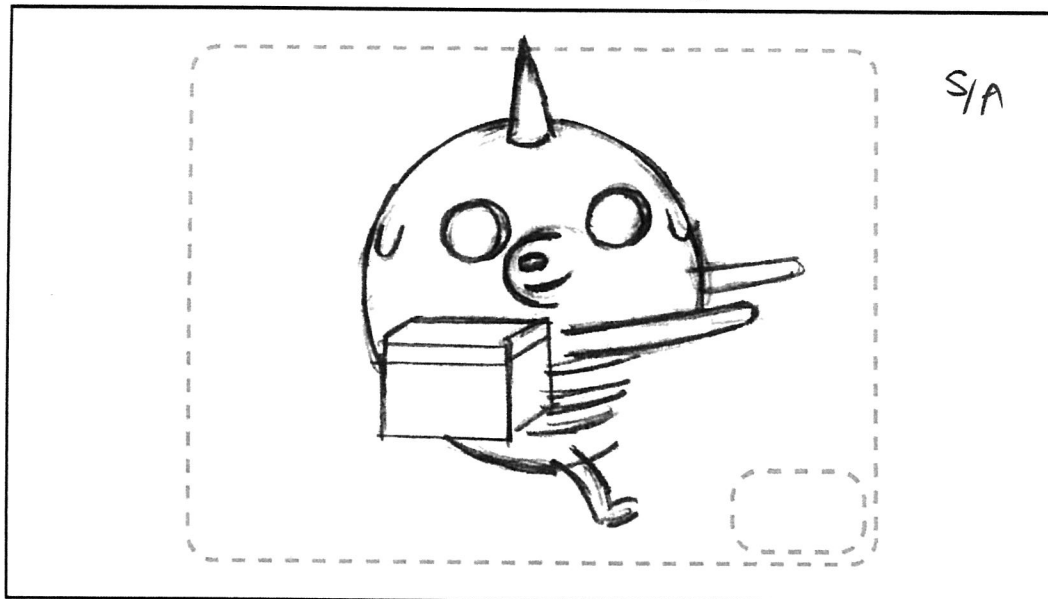
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Sc. 20

Pnl. C

Bg.

day night

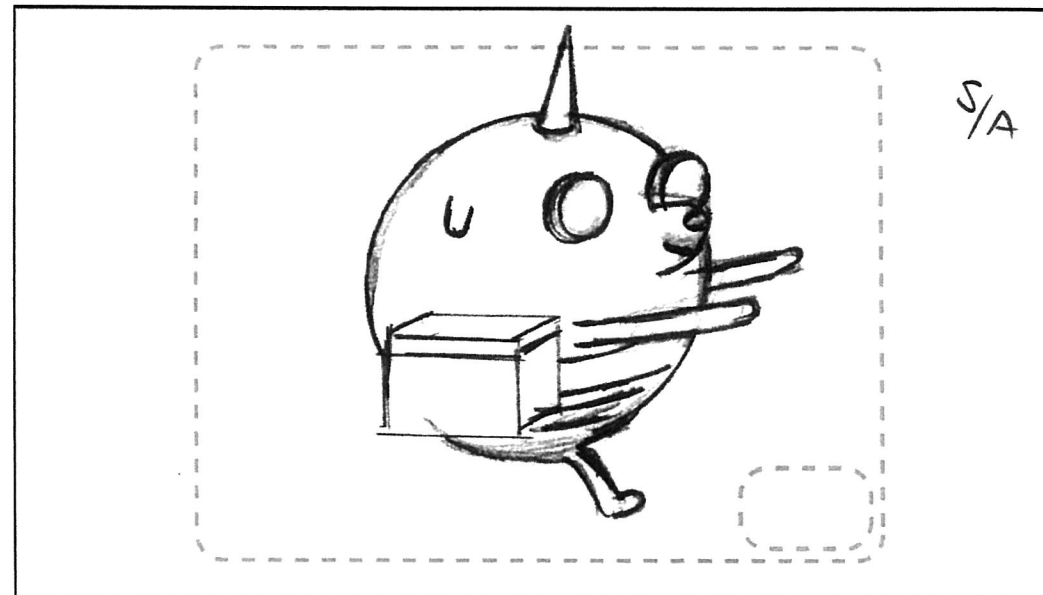


Sc. 20

Pnl. D

Bg.

day night



Dialog:

TV (V.O.): -- the weird box.

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

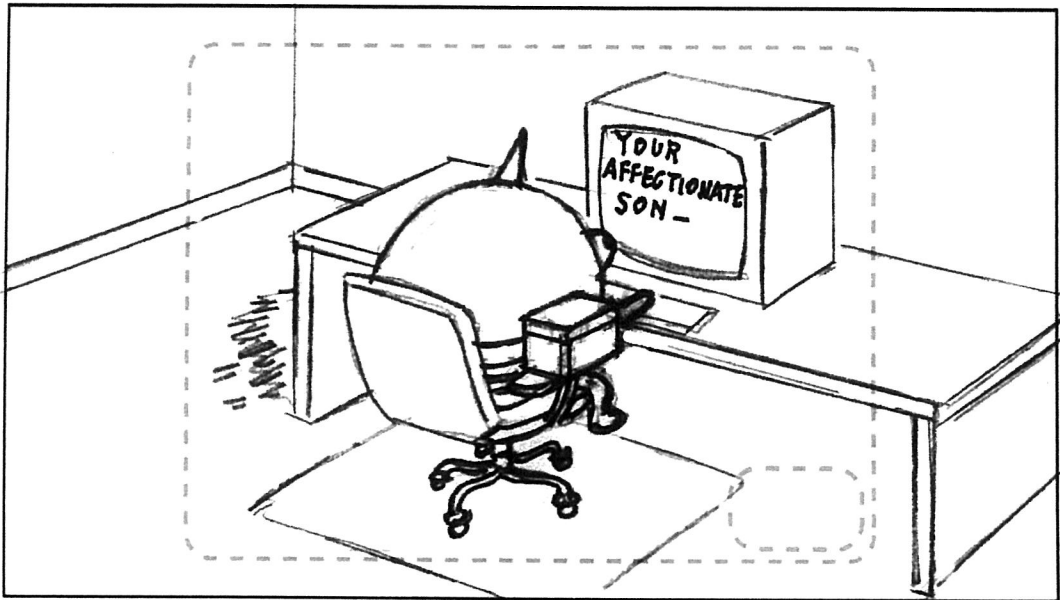


Sc. 23

Pnl. A

Bg.

day night

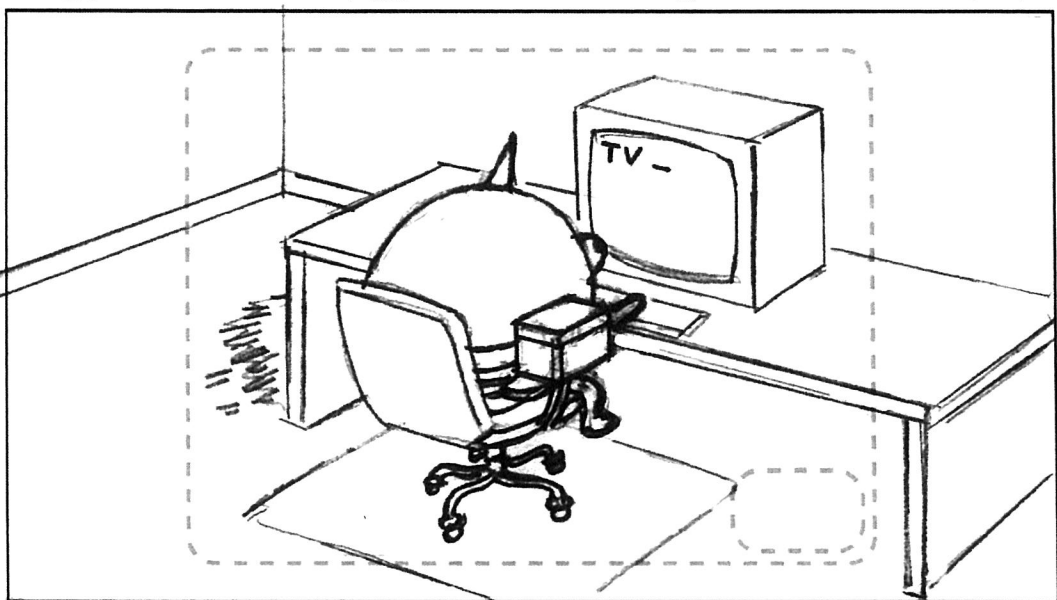


Sc. 23

Pnl. B

Bg.

day night



Dialog:

TV (V.O.): Your affectionate son,

TV (V.O.): -- TV.

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

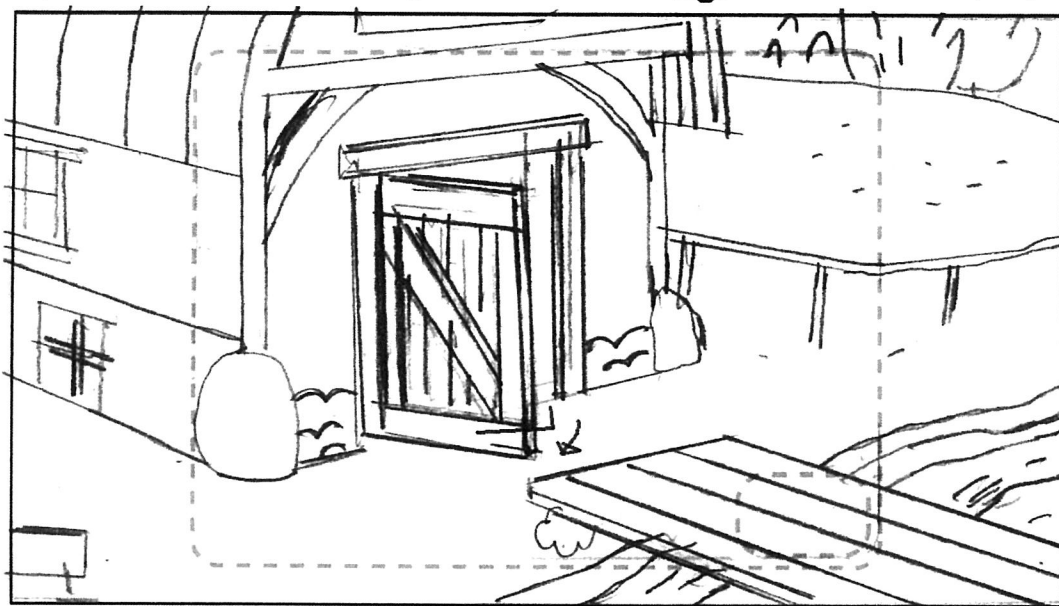


Sc. 25

Pnl. A

Bg.

day night

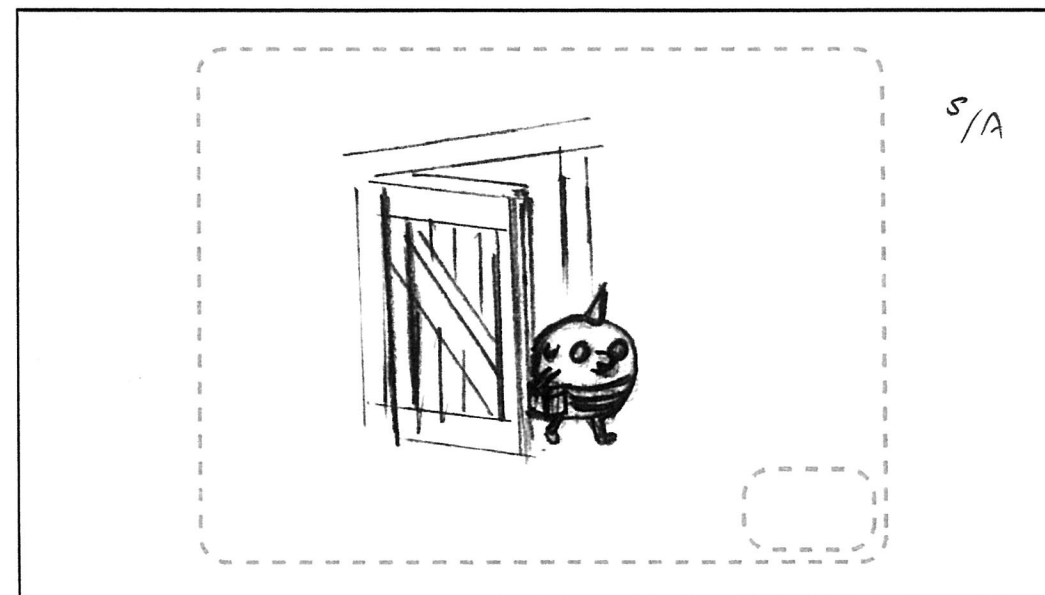


Sc. 25

Pnl. B

Bg.

day night



Dialog:

♪ (singing song)
TV (v.o)/ Gonna sell the -- ♪

Action:

Door is swinging open a bit, from nearly-closed position.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

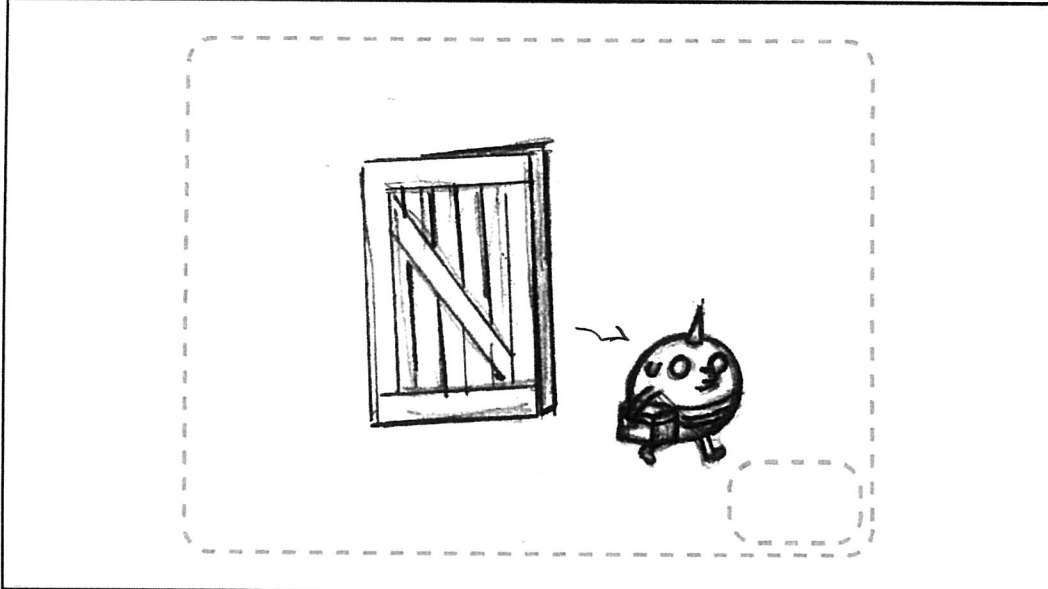


Sc. 25

Pnl. C

Bg.

day night

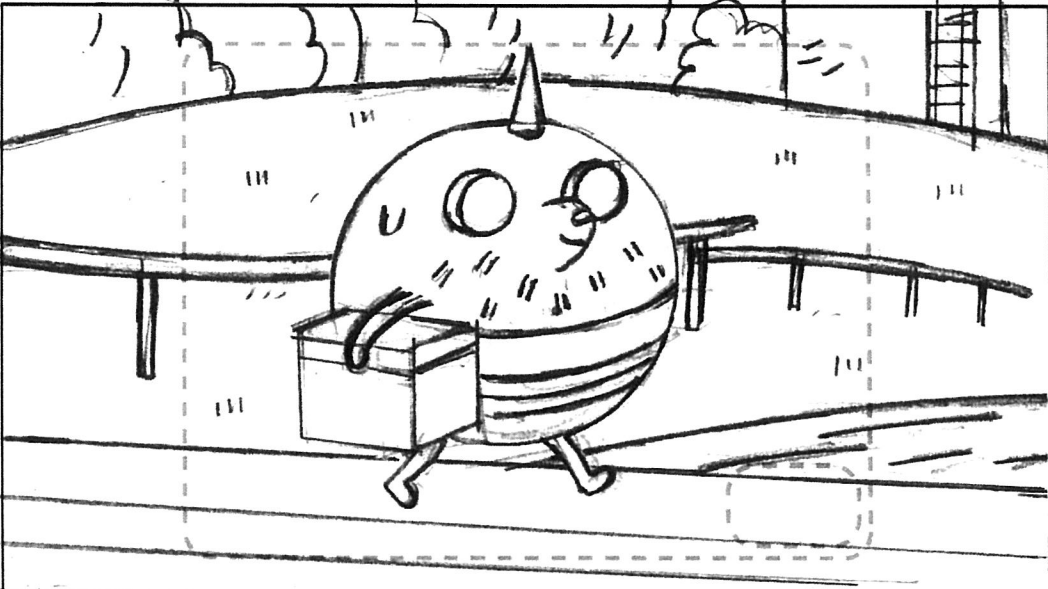


Sc. 26

Pnl. A

Bg.

day night



Dialog:

(singing song)
TV (v.o)/ -- weird box.

SFX: Thoomp thoomp thoomp [feet on bridge]

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



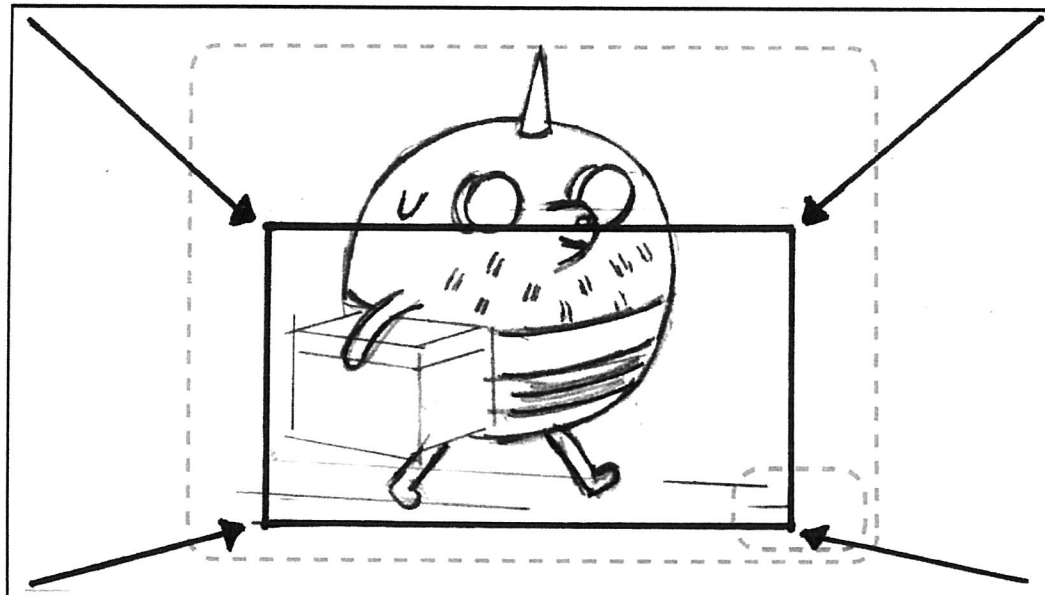
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Sc. 26

Pnl. B

Bg.

day night

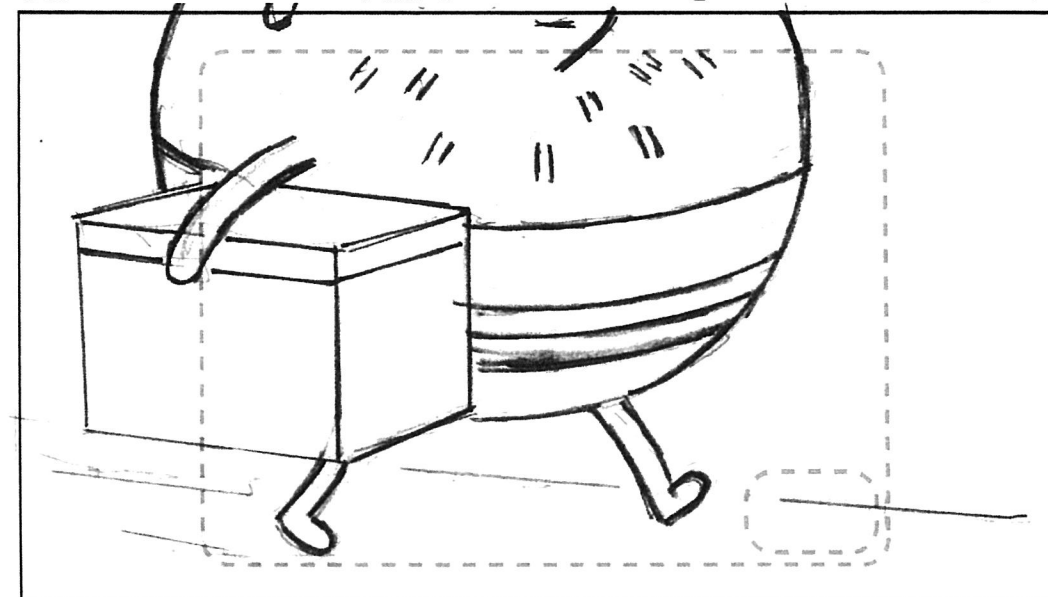


Sc. 26

Pnl. C

Bg.

day night



Dialog:

♪♪ (singing song) ♪♪
TV (v.o.)/ Gonna make some--

Action:

Truck In on TV's belly.

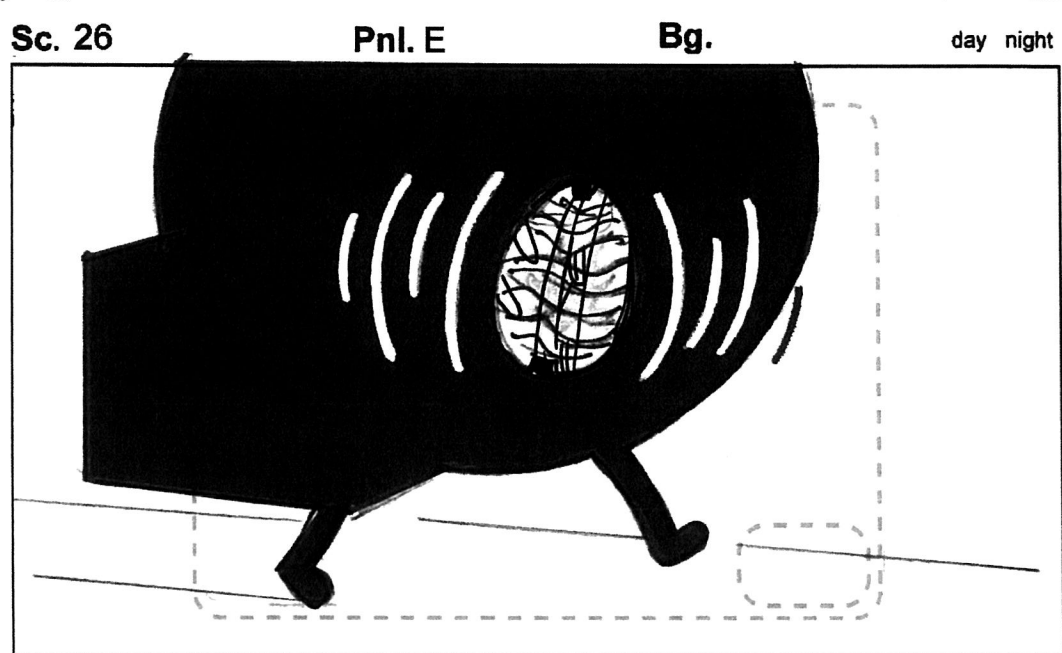
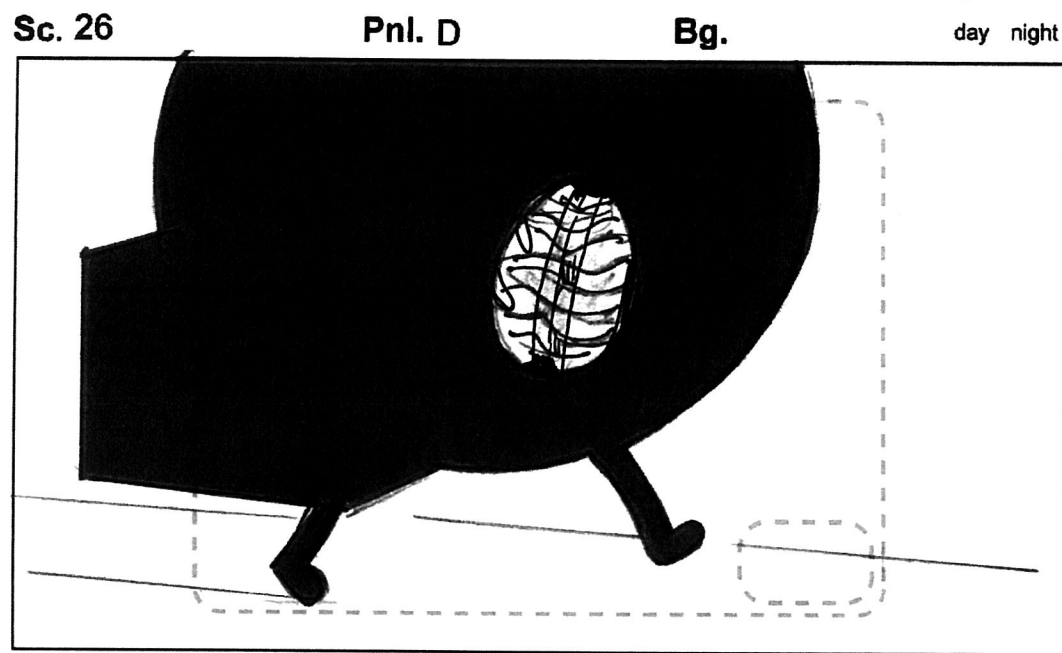
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



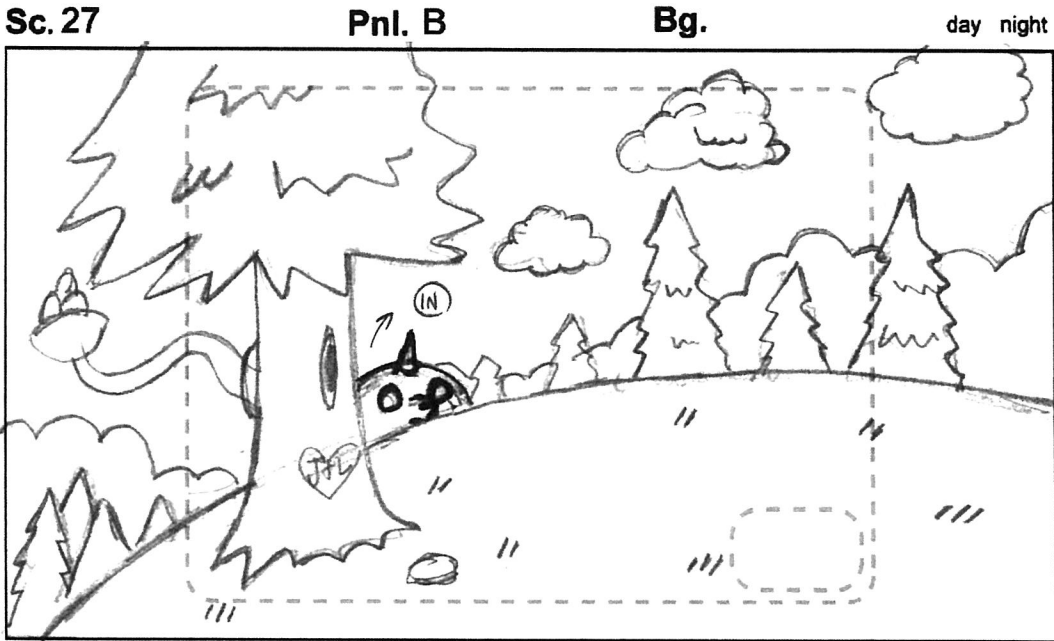
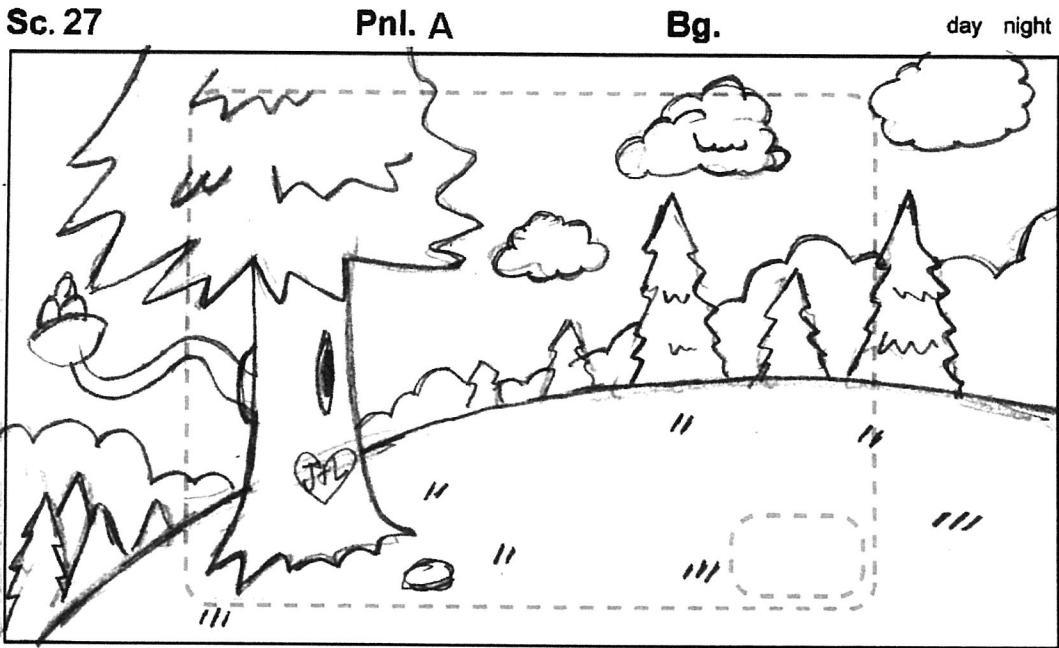
Dialog: (singing song)
TV (v.o.)/ -- mad bucks. SFX: * VM M M M M *

Action: Diss. on: X-Ray view of TV's belly. Energy waves come from the CRYSTAL

Timing:

EPISODE # 1034-232
Production :

ADVENTURE TIME



Dialog:

TV: (SING SONG) Gonna buy--

Action:

On hillside near the barn.

TV walks over the hill.

Timing:

ADVENTURE TIME



Next pg80

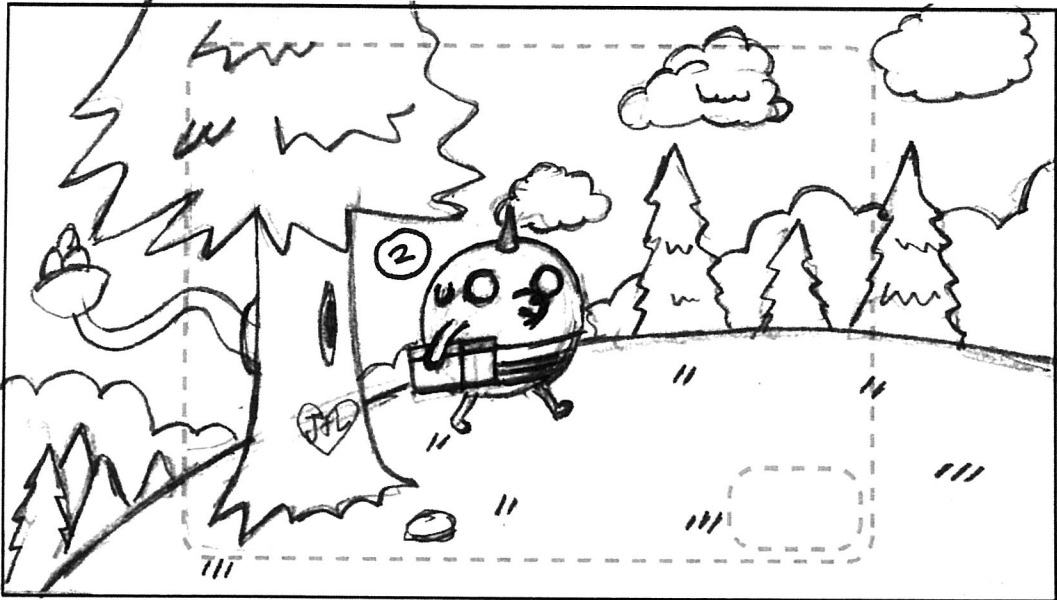
Page 77

Sc. 27

Pnl. C

Bg.

day night

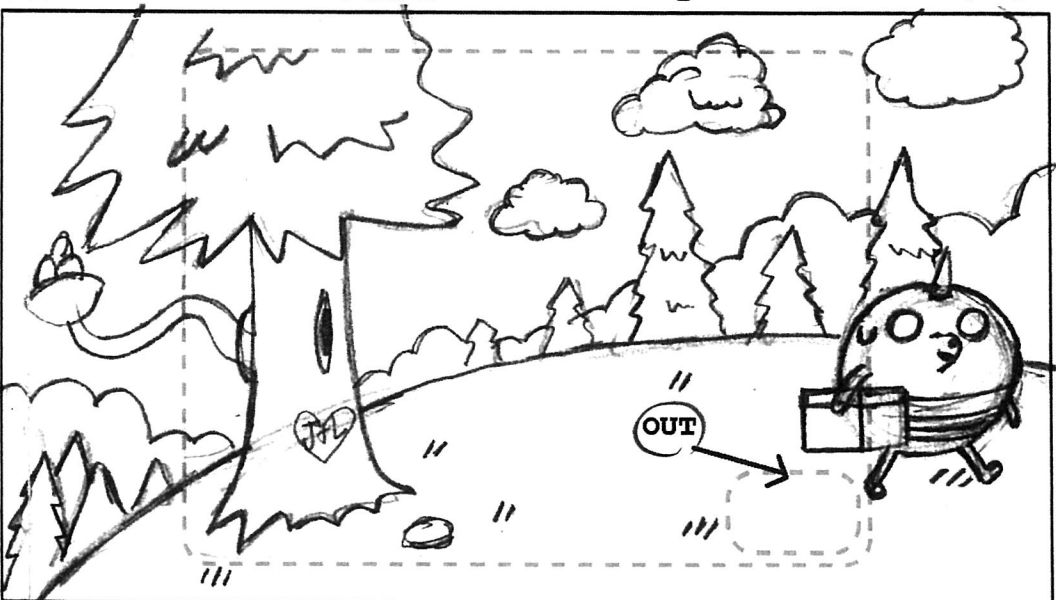


Sc. 27

Pnl. D

Bg.

day night



Dialog:

TV: ♪ -- some new books. ♪

Action:



- TV WALKS OFF/S.

Timing:

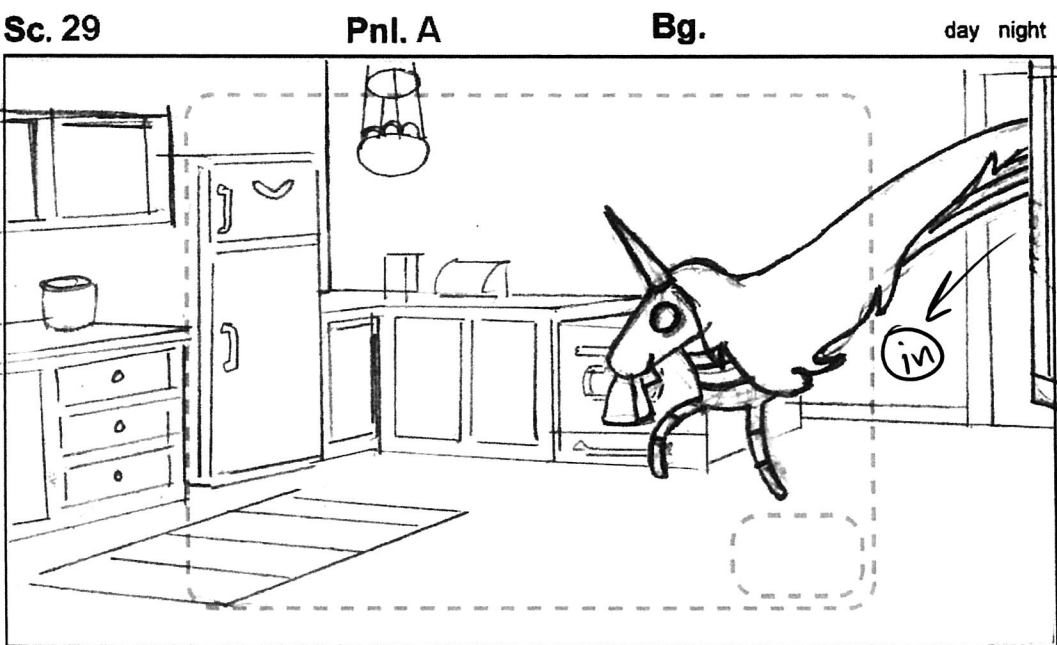
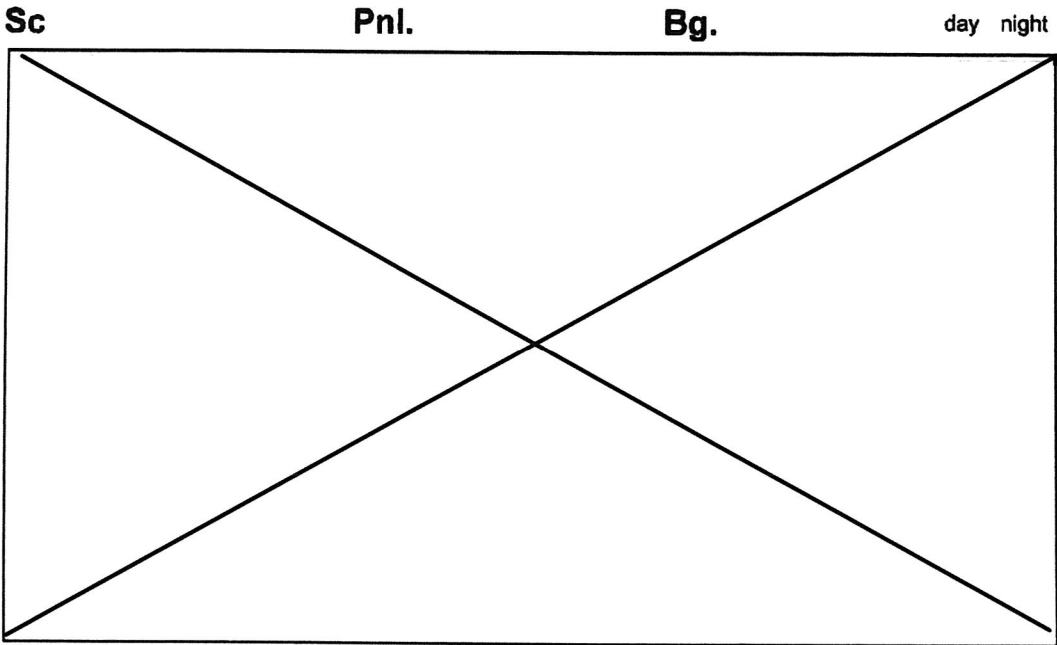
EPISODE # 1034-232

Production :

ADVENTURE TIME



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Dialog:	<p>SFX: Doink doink (computer sound, very quiet in the background)</p> <p>LR: (BAG-IN-MOUTH) TV!!</p>
Action:	<p>LR enters the kitchen area.</p>
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME

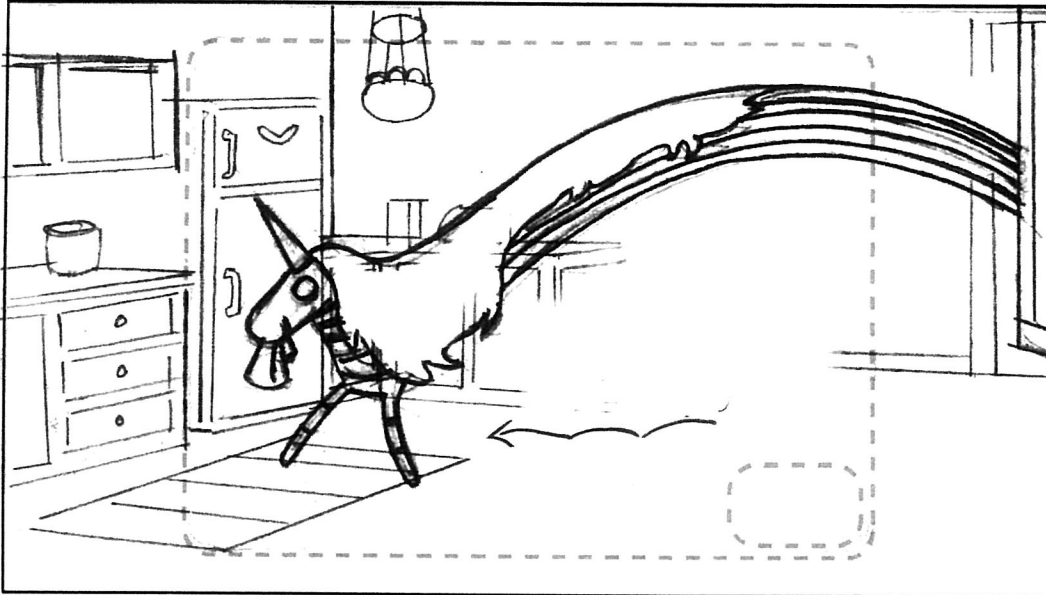


Sc. 29

Pnl. B

Bg.

day night

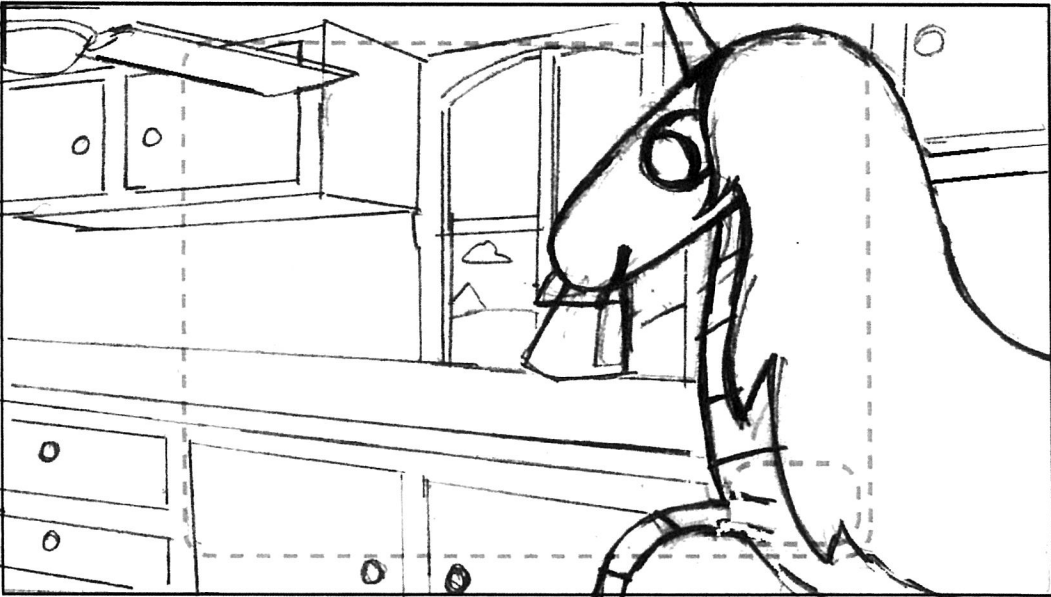


Sc. 30

Pnl. A

Bg.

day night



Dialog:

SFX: Doink doink (Cont. computer sound,
very quiet in the background)

Action:

Timing:

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Production :

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ADVENTURE TIME



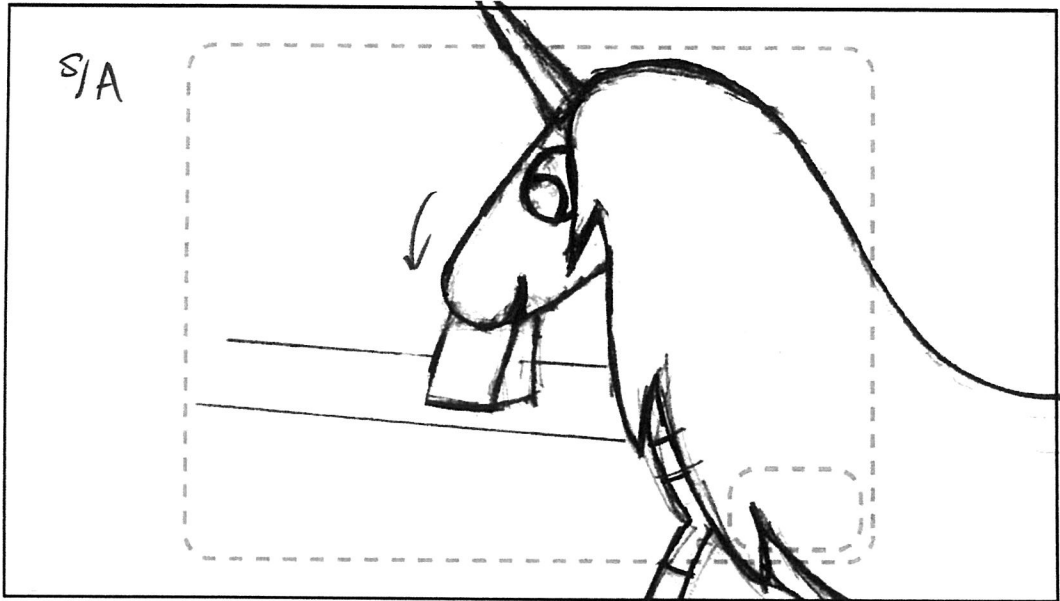
Page 82

Sc. 30

Pnl. B

Bg.

day night

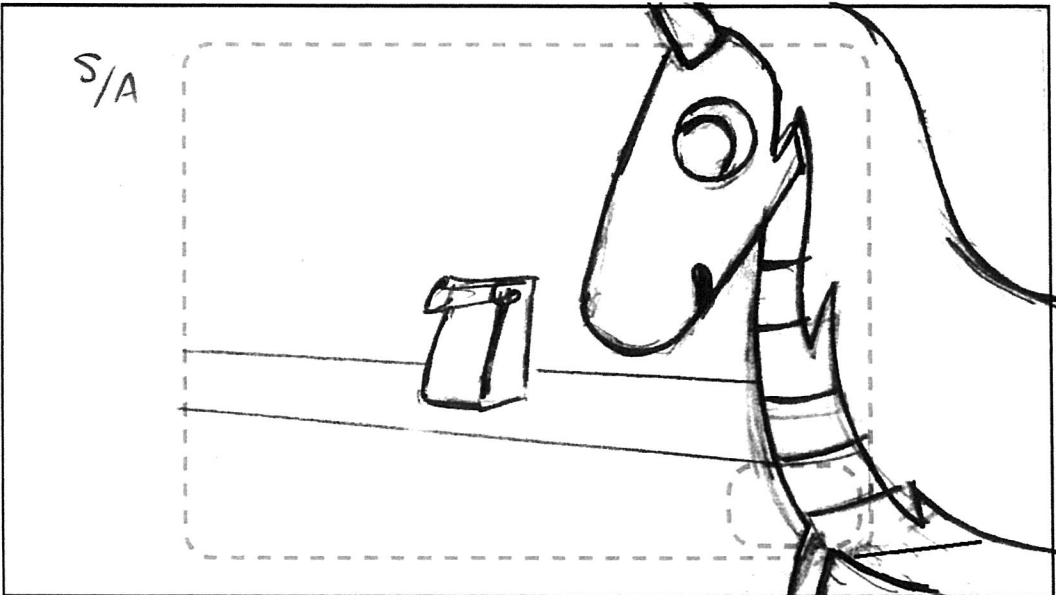


Sc. 30

Pnl. C

Bg.

day night



Dialog:

LR: TV?

Action:

LR puts a Doggy Bag down on the kitchen counter.



Maybe something like this.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



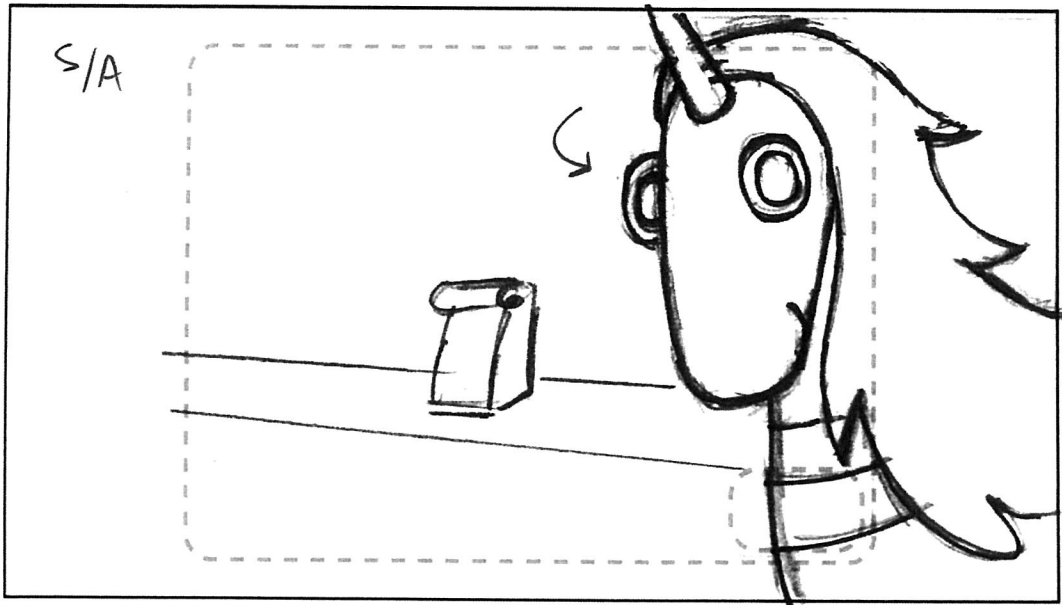
Page 83

Sc. 30

Pnl. D

Bg.

day night

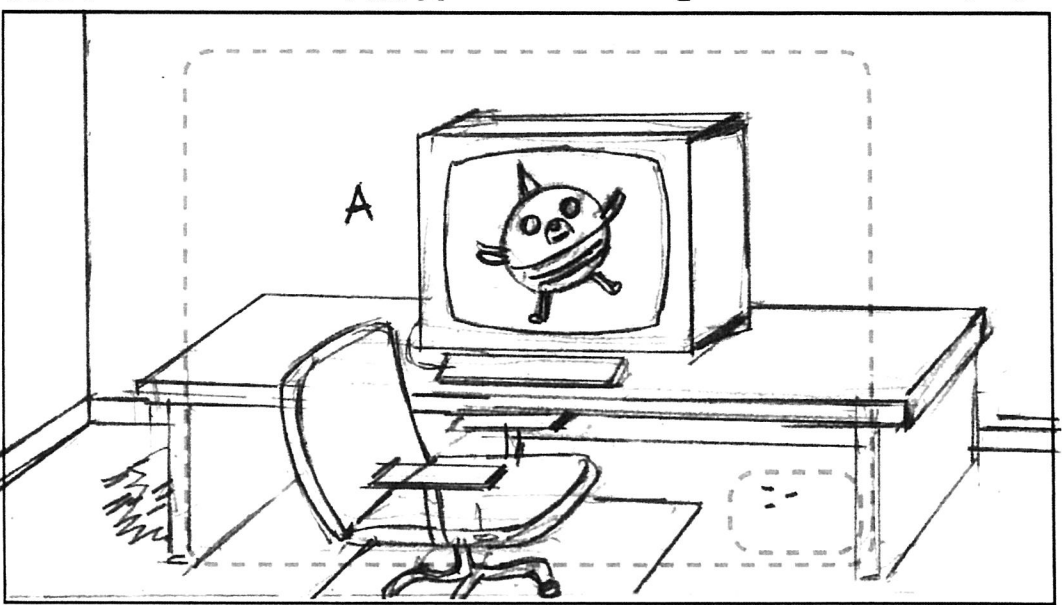


Sc. 31

Pnl. A

Bg.

day night



Dialog:

SFX: Doink doink [computer]

SFX: Doink doink [computer]

Action:

LR looks around.

An animated cycle of TV is on the computer
(like, two drawings).

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



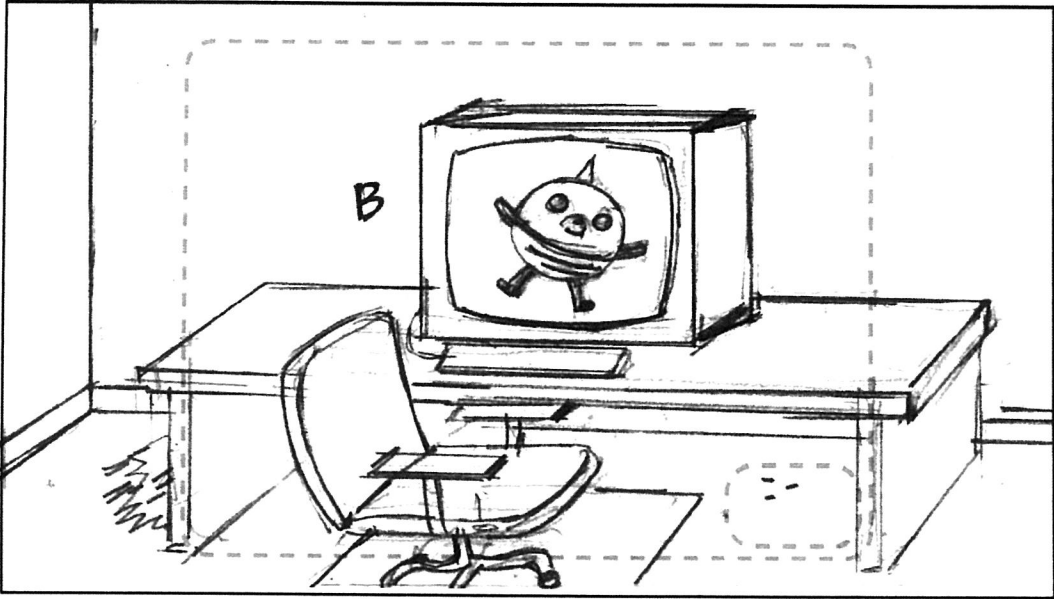
Page 84

Sc. 31

Pnl. B

Bg.

day night

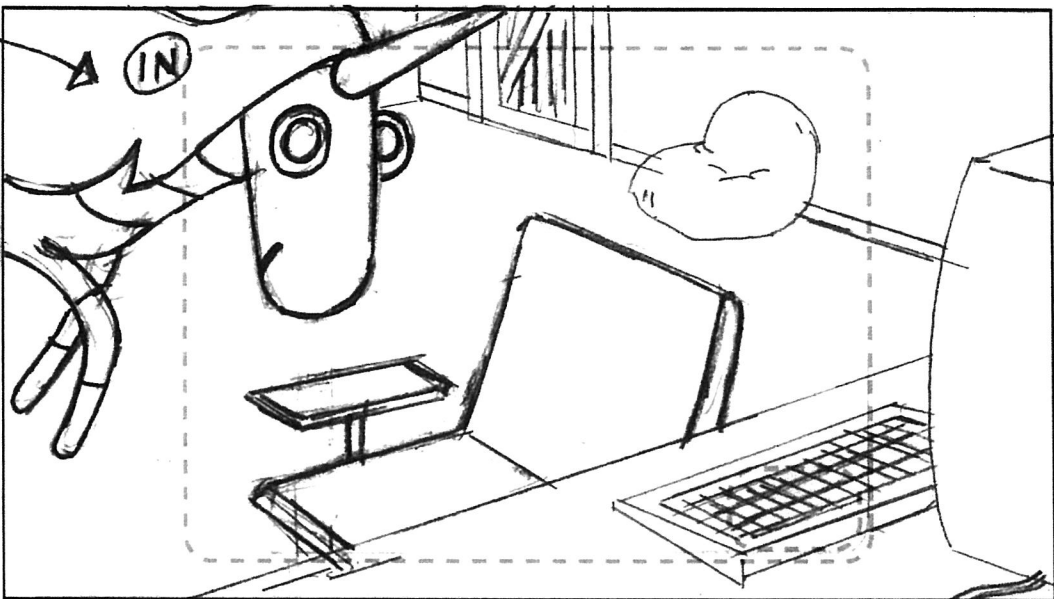


Sc. 32

Pnl. A

Bg.

day night



Dialog:

Action:

-LR WALKS ON/S.

Timing:

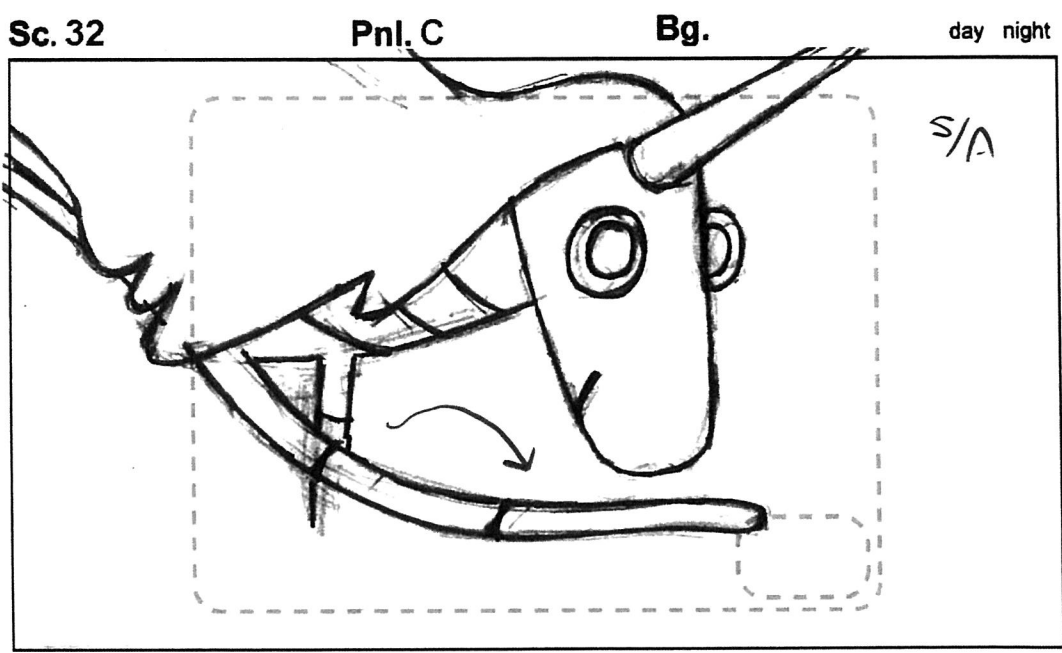
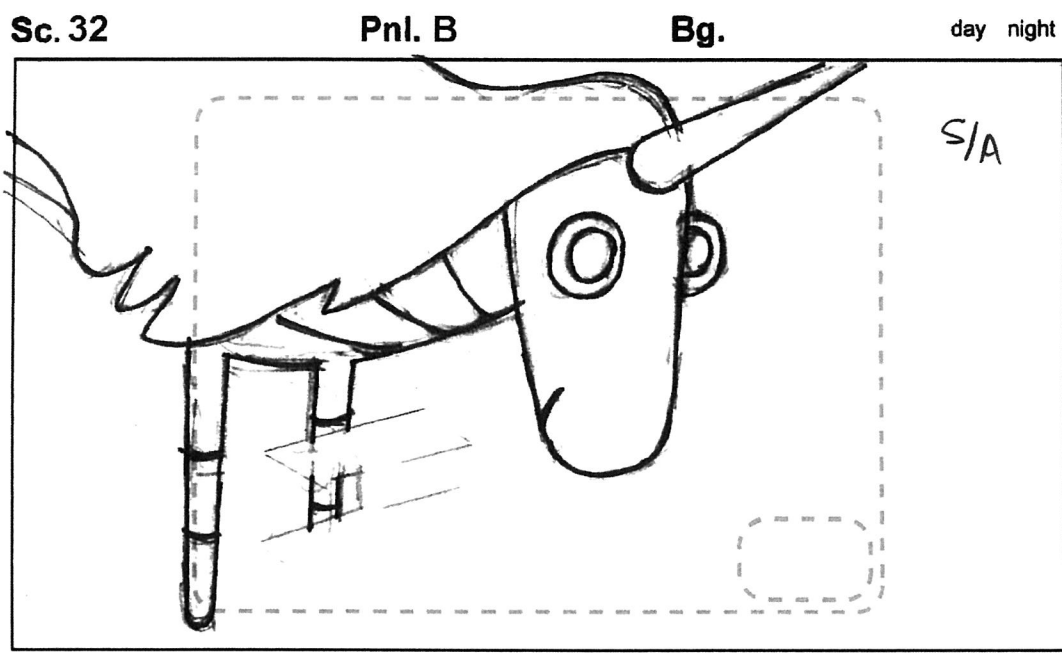
EPISODE # 1034-232

Production :

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ADVENTURE TIME



Dialog:	<p><u>SFX:</u> Ticka ticka [keyboard]</p> <p><u>TV:</u> (ON COMPUTER) Hey, mom --</p>
Action:	
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



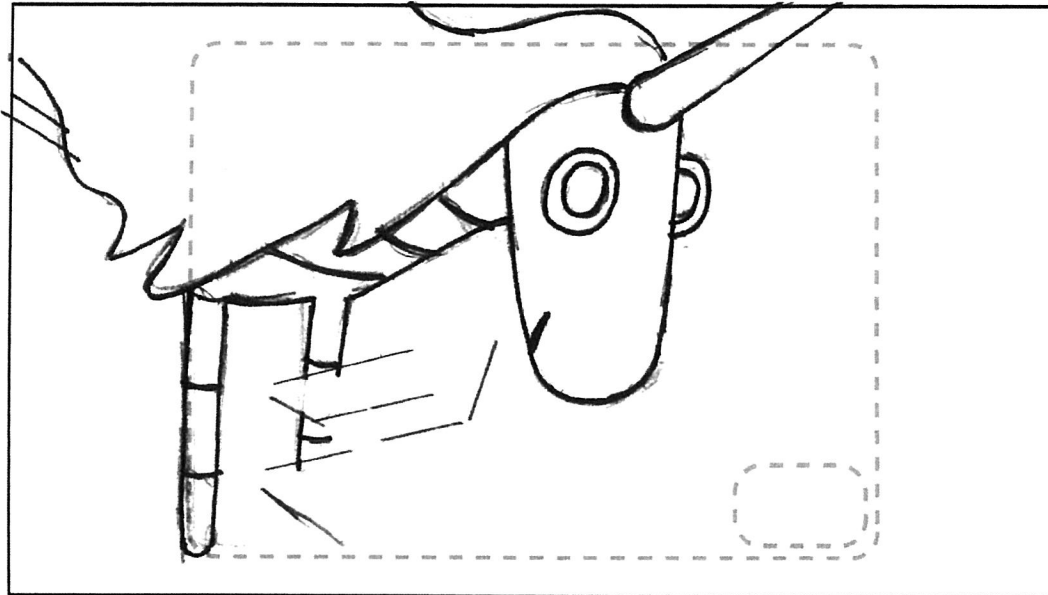
Page 86

Sc. 32

Pnl. D

Bg.

day night

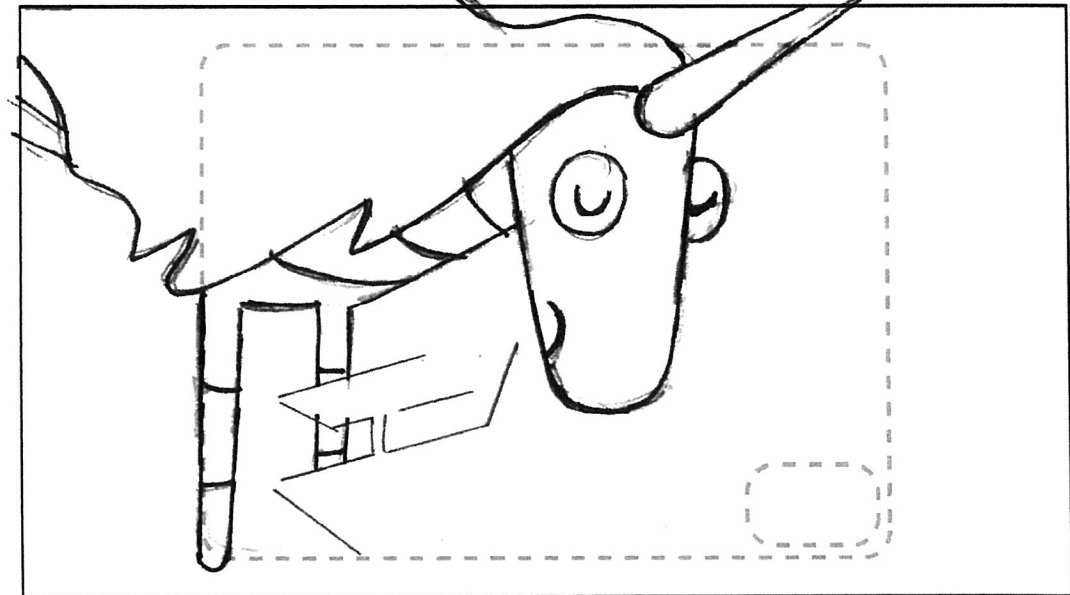


Sc. 32

Pnl. E

Bg.

day night



Dialog:

TV (on the computer): " I'm going to the
market to sell a secret
WEIRD BOX "

Action:

- LADY SLOW BLINK

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



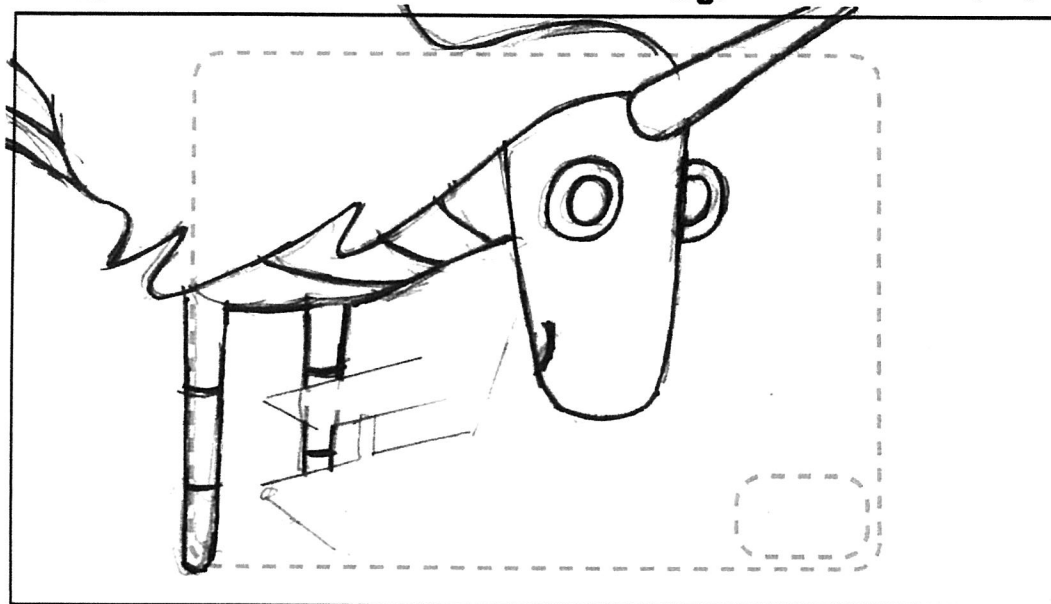
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Sc. 32

Pnl. F

Bg.

day night

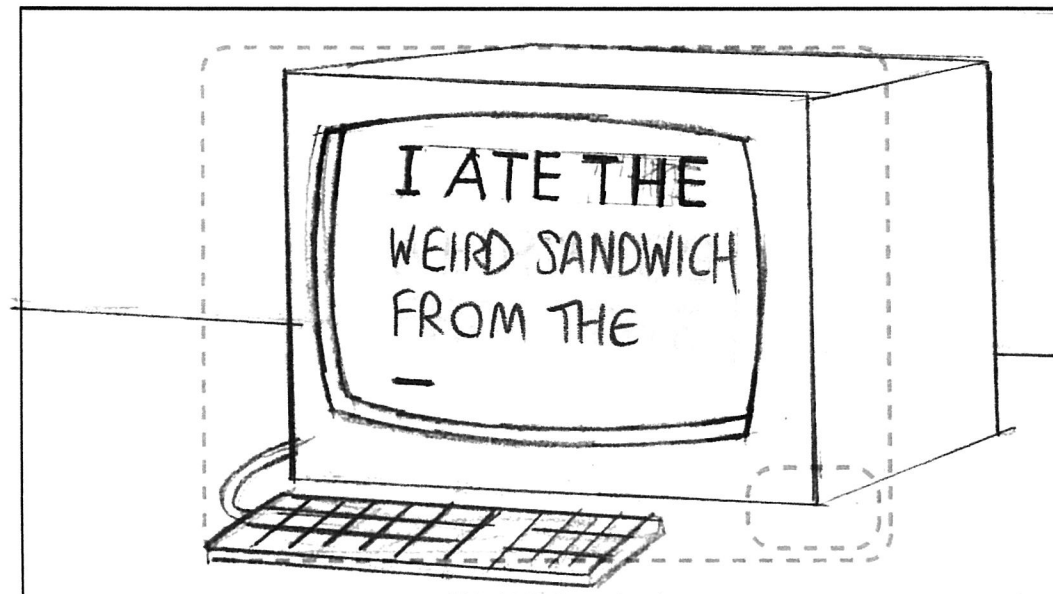


Sc. 33

Pnl. A

Bg.

day night



Dialog:

TV (on the computer): I ate the weird --

TV (on the computer): -- SANDWICH FROM
THE WEIRD BOX ...

Action:

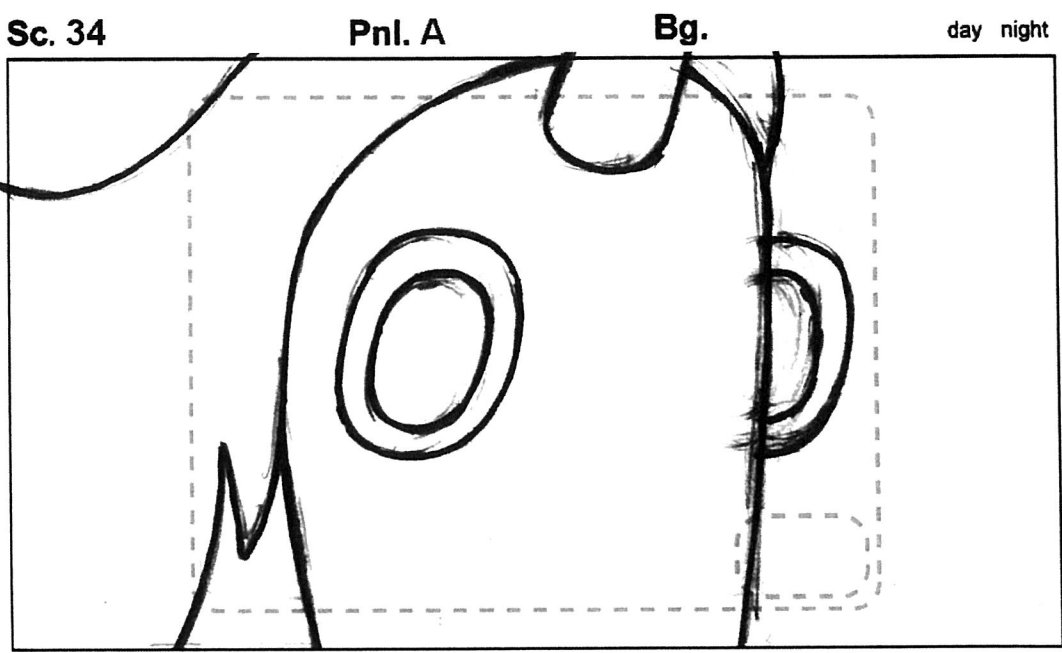
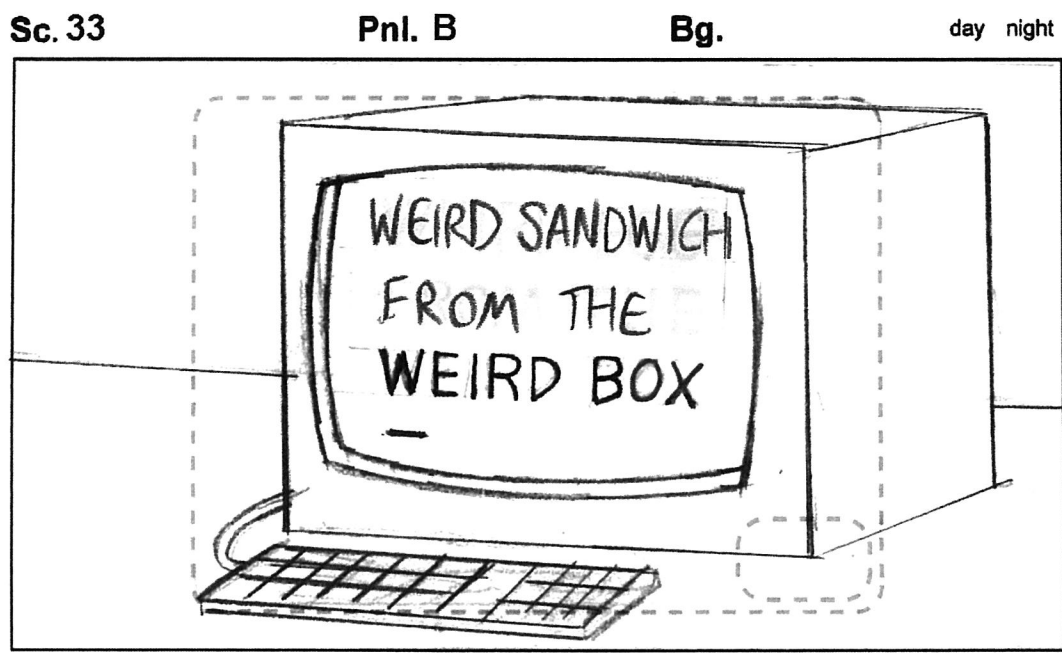
Timing:

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ADVENTURE TIME



Dialog:	<p>SFX: Funky guitar sting.</p> <p>TV voice [repeated]: The weird SANDWICH FROM THE weird box.</p>
Action:	<p>A reaction shot of LR.</p>
Timing:	

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ADVENTURE TIME



Next Pg 91

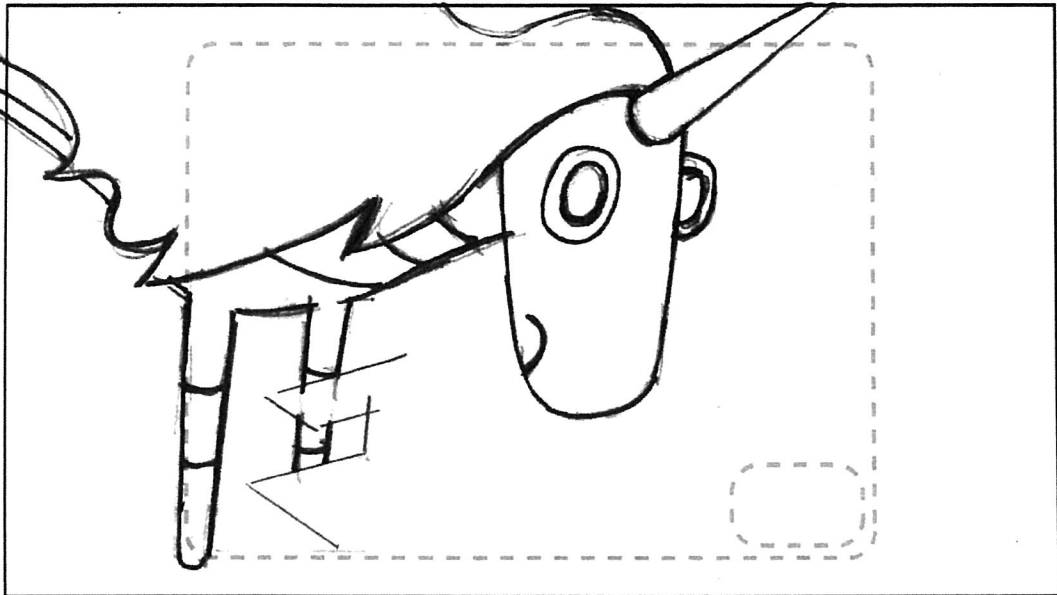
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Sc. 35

Pnl. A

Bg.

day night

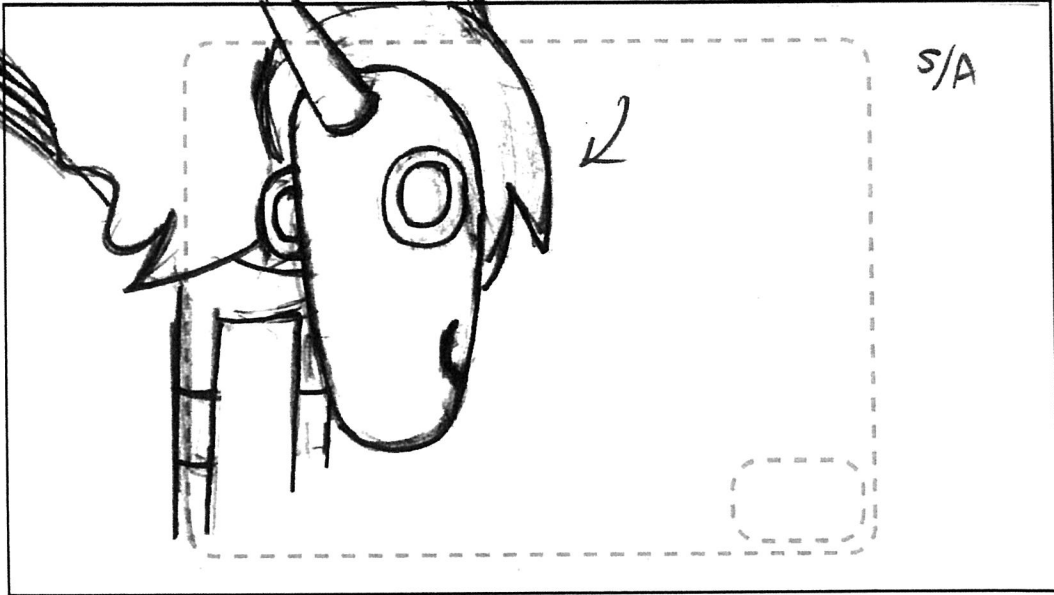


Sc. 35

Pnl. B

Bg.

day night



Dialog:

TV: (ECHO) FROM THE WEIRD
BOX ...

Action:

-LR SUDDENLY TURNS

Timing:

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ADVENTURE TIME



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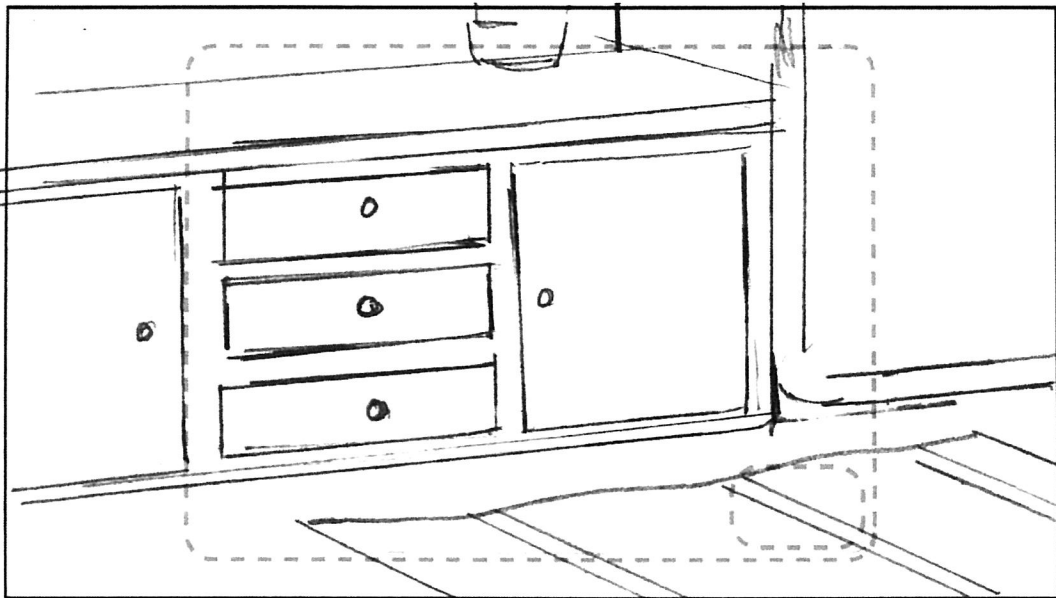
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Sc. 36

Pnl. A

Bg.

day night

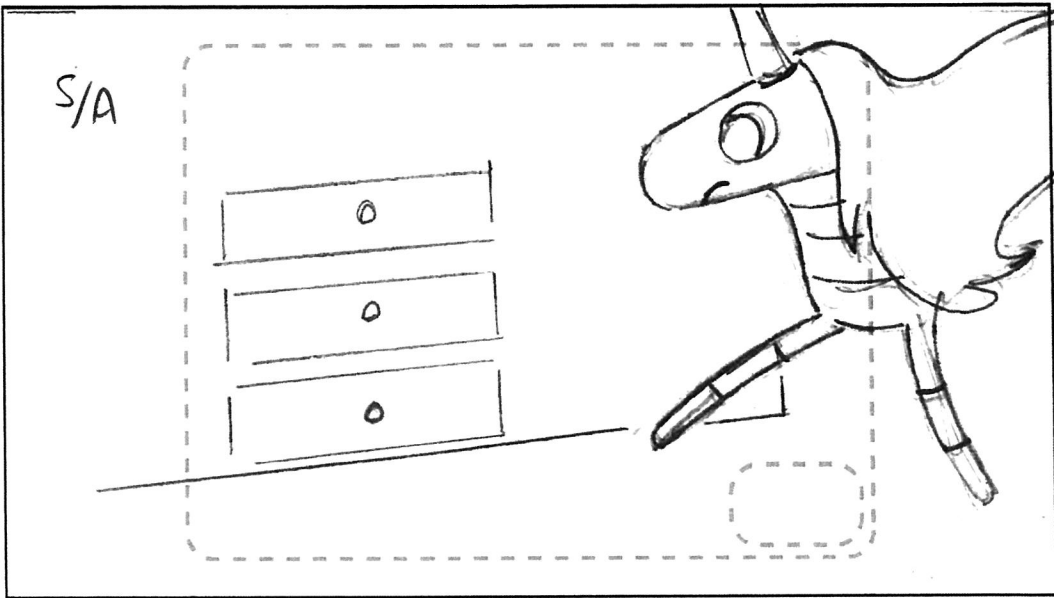


Sc. 36

Pnl. B

Bg.

day night



Dialog:

TV, (ECHO) WEIRD BOX ...

Action:

- LR enters quickly, worried!

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



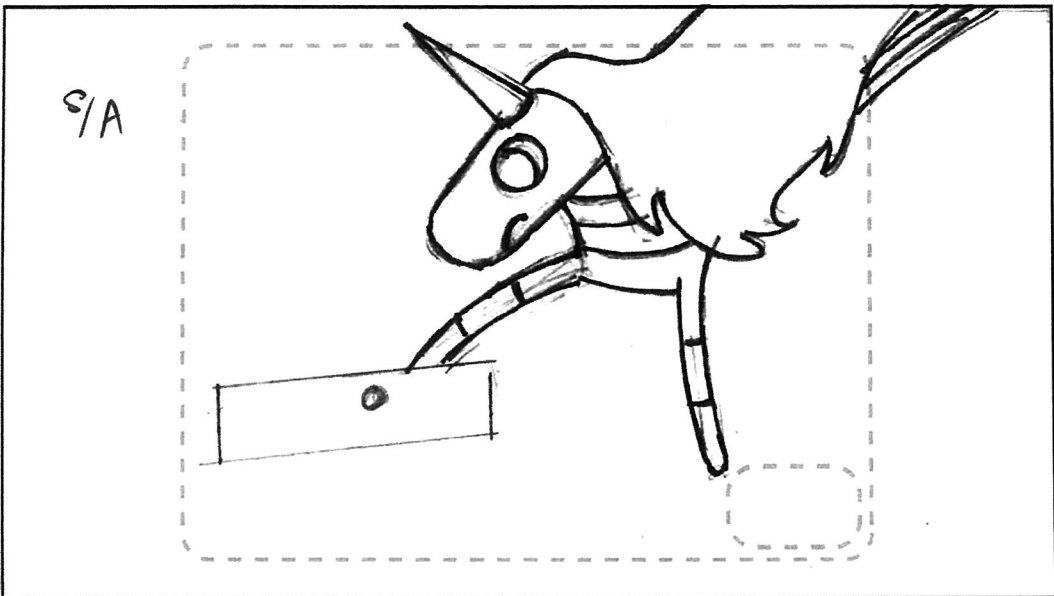
Page 92

Sc. 36

Pnl. C

Bg.

day night

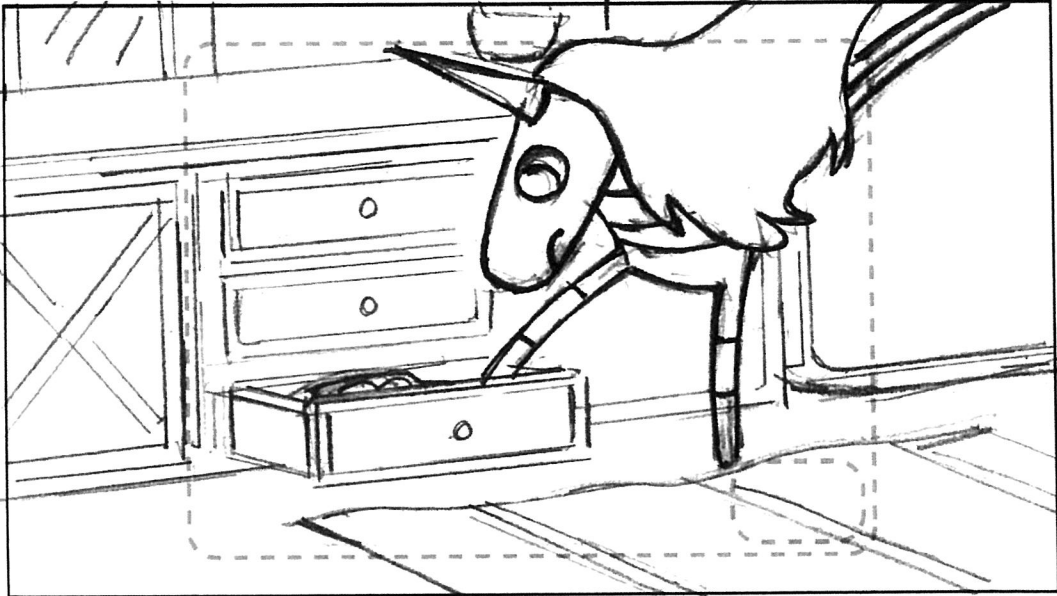


Sc. 36

Pnl. D

Bg.

day night



Dialog:

TV: (ECHO) BOX ...

Action:

-LR OPENS DRAWER

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

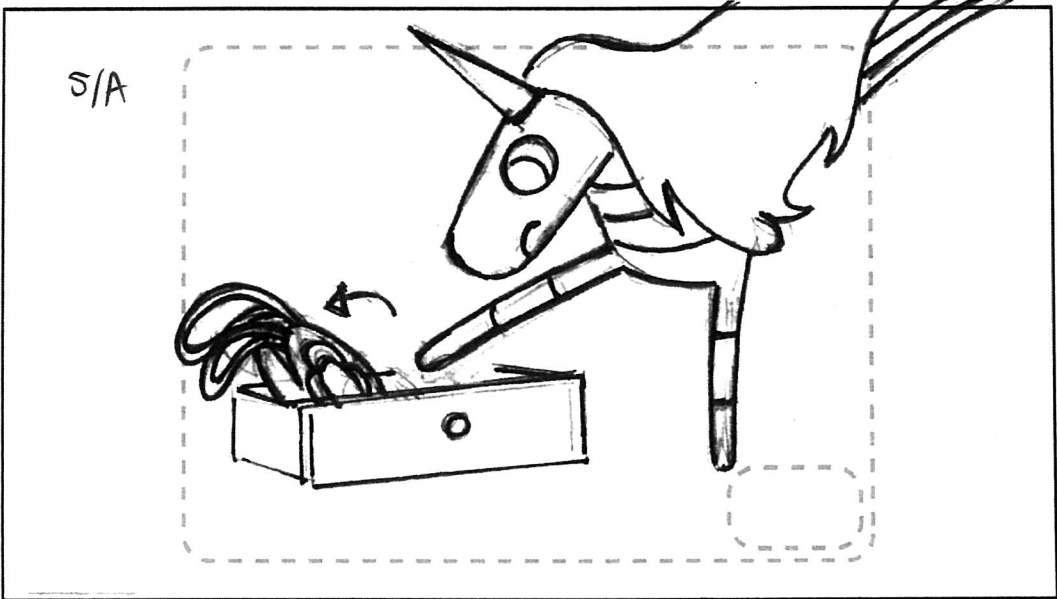


Sc. 36

Pnl. E

Bg.

day night

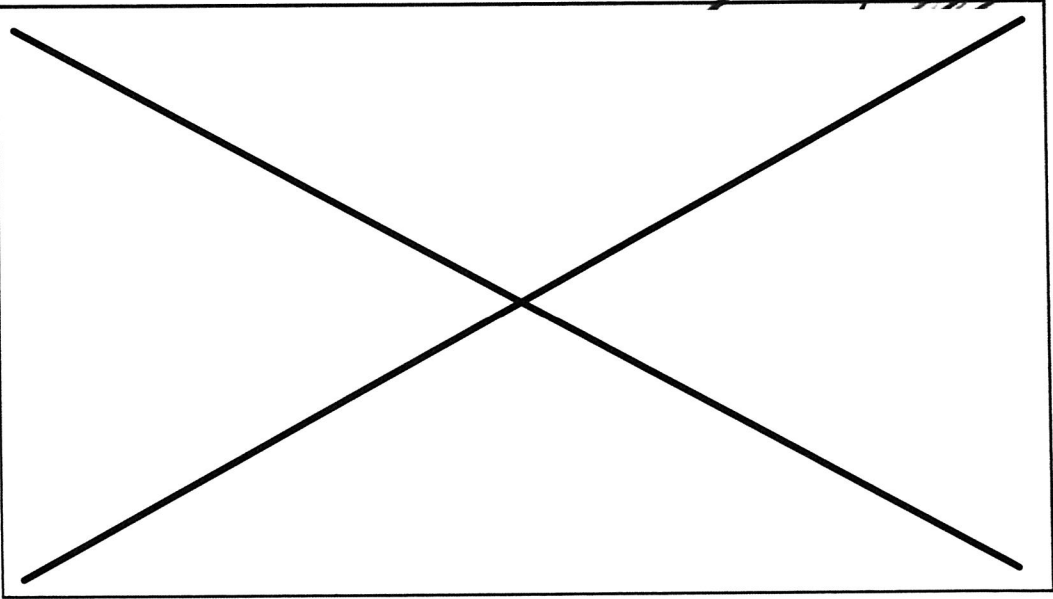


Sc. 37

Pnl.

Bg.

day night



Dialog:

SFX: Flump [moving the handbag]

TV: (ECHO) WEIRD BOX ...

Action:

LR looks into the drawer. She is looking to see if the box is there.

Timing:

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Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc. 36	Pnl. F	Bg.	day	night
<p>S/A</p>				

Dialog:	<p><u>TV:</u> (ECHO) BOX ...</p>
Action:	<p>LR looks into the drawer. The box is not in there.</p>
Timing:	

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ADVENTURE TIME



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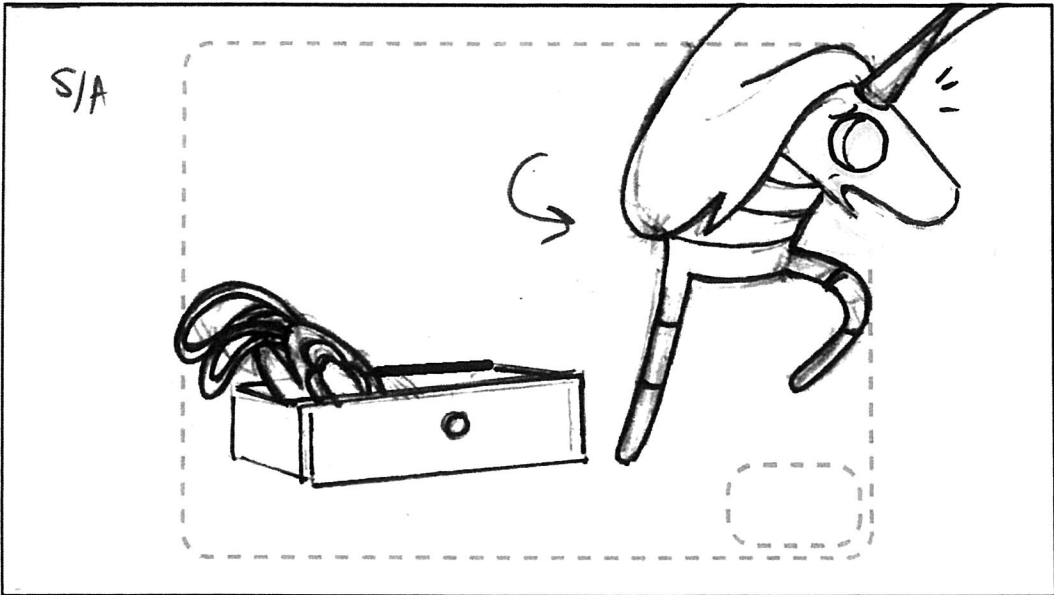
Page 95

Sc. 36

Pnl. G

Bg.

day night

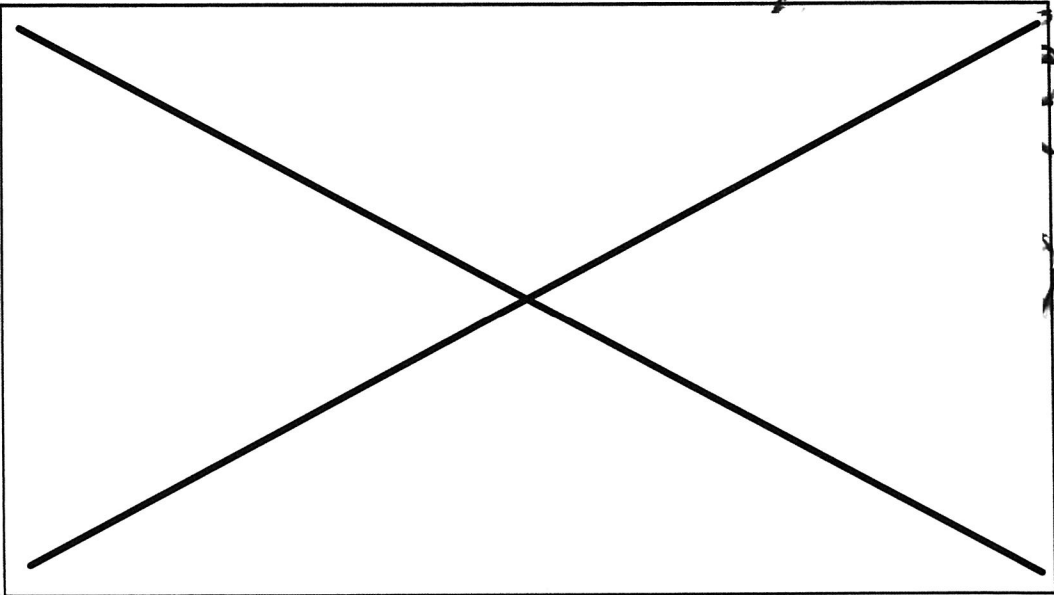


Sc.

Pnl.

Bg.

day night



Dialog:

LADY: TV!!! TV: (ECHO) WEIRD ...

Action:

Timing:

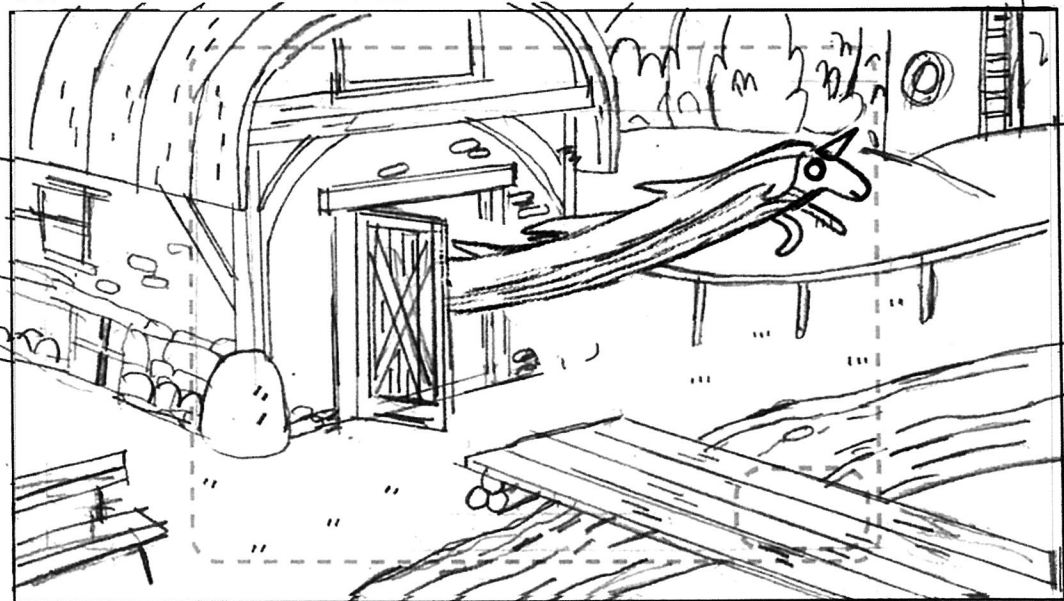
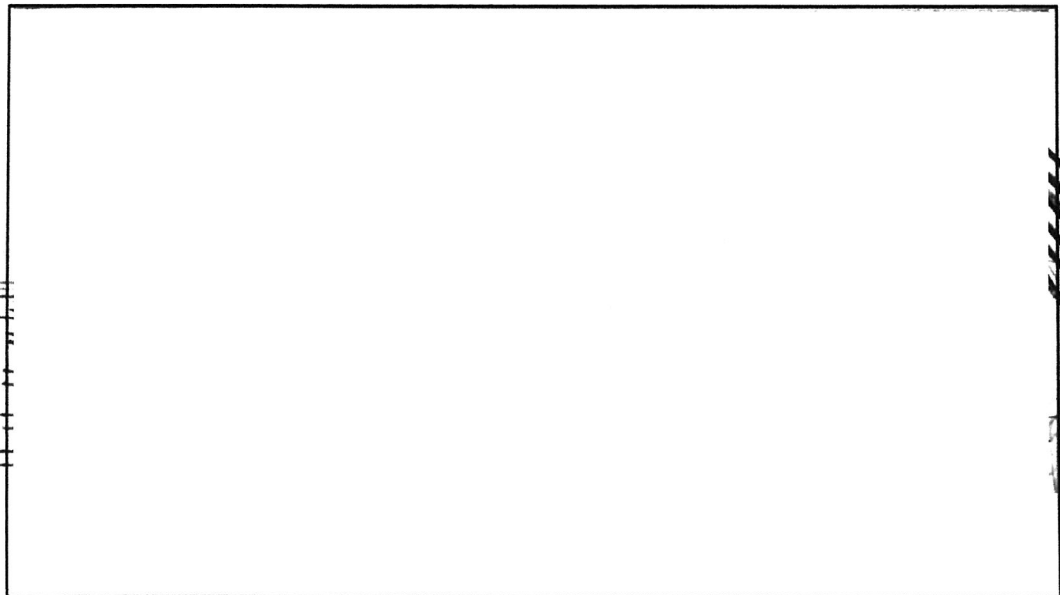
EPISODE # 1034-232

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night Sc. 38 Pnl. A Bg. day night



Dialog:	IV: (ECHO) MARKET ...
Action:	LR runs out of the barn.
Timing:	

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Production :

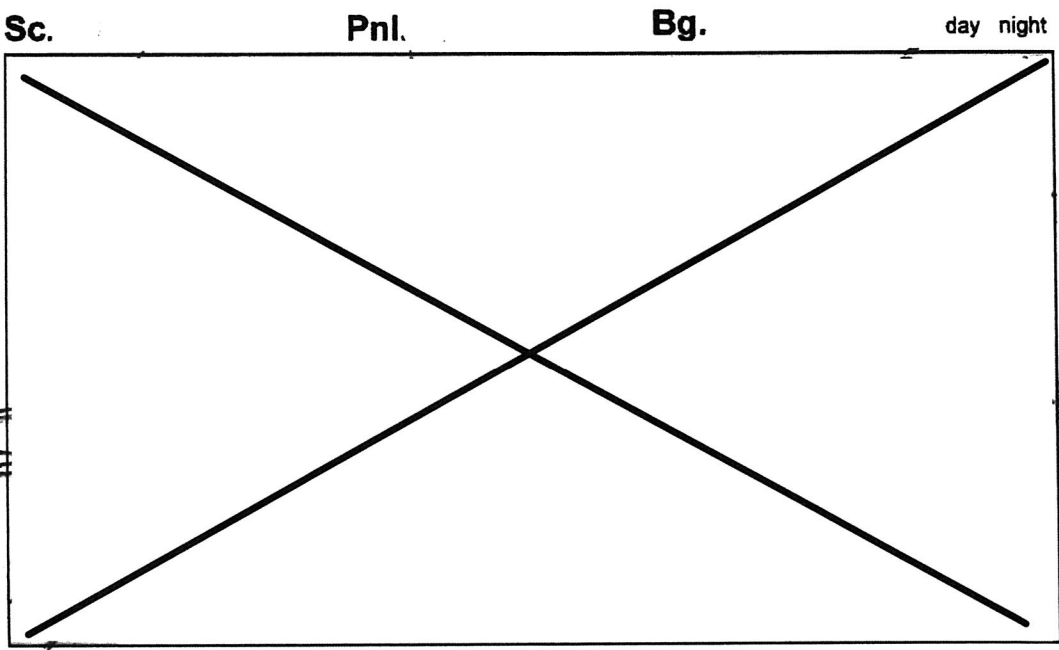
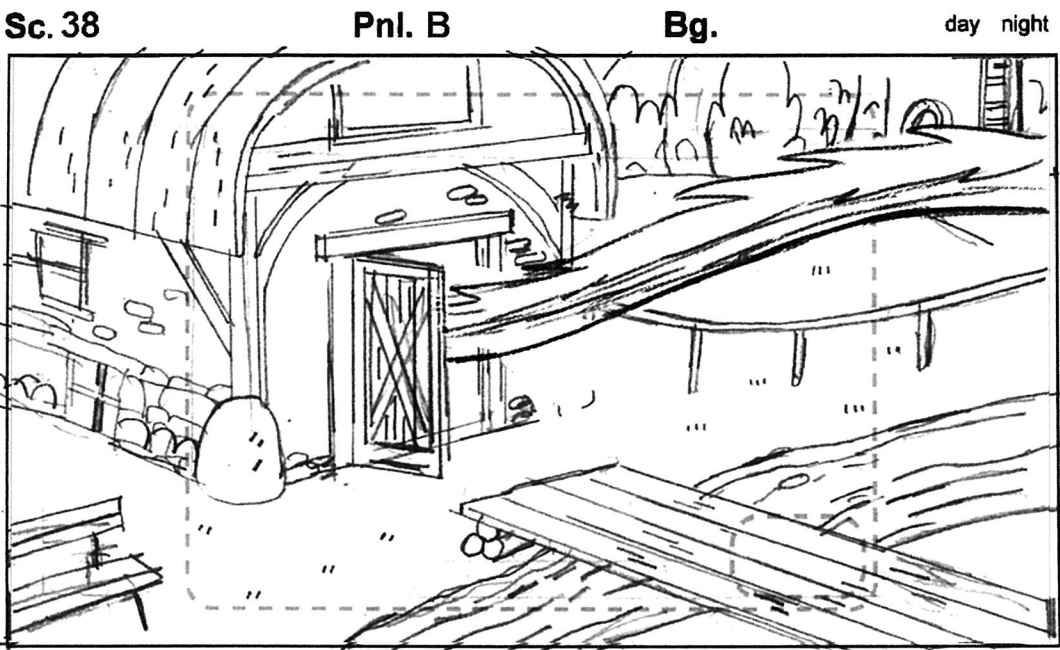
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ADVENTURE TIME



Next Pg 104

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Dialog:
TV: (ECHO) WEIRD BOX ...
Action:
Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

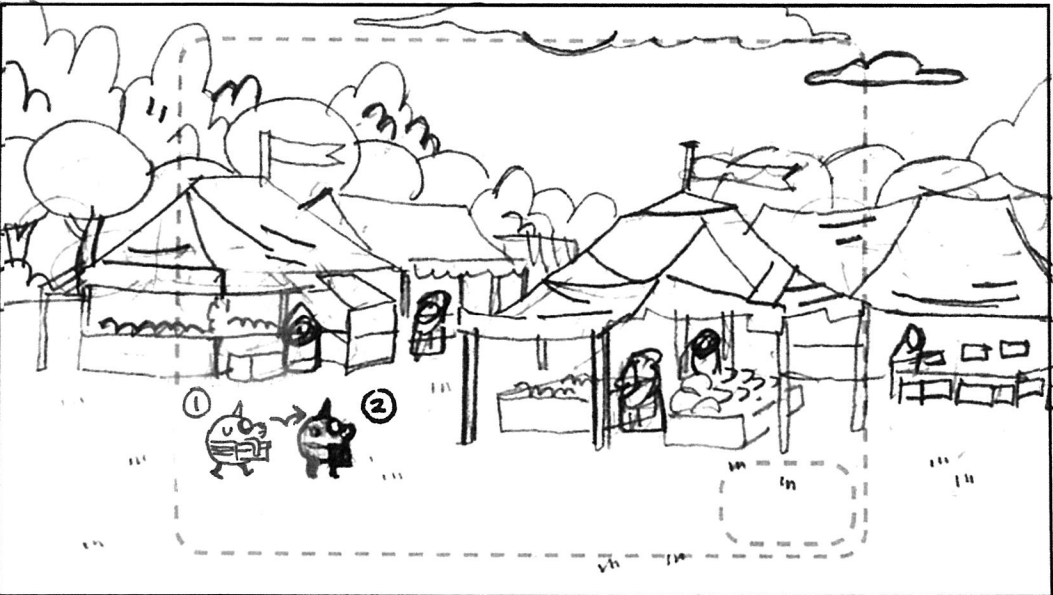


Sc. 41

Pnl. A

Bg.

day night

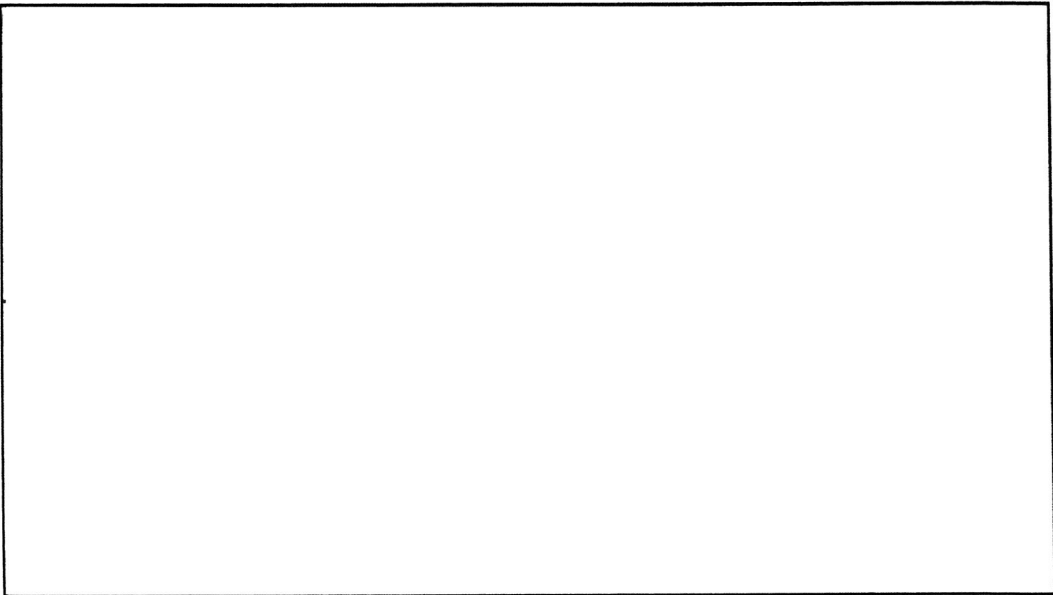


Sc.

Pnl.

Bg.

day night



Dialog:

SFX: * MARKET WALLA *

Action:

- TV approaches the market.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



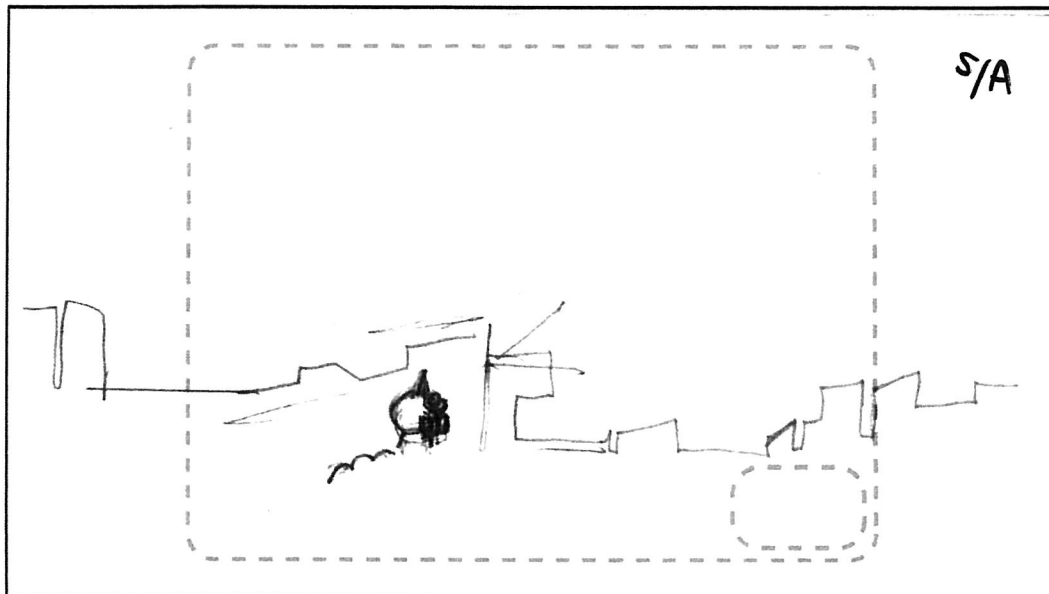
Page 105

Sc. 41

Pnl. B

Bg.

day night

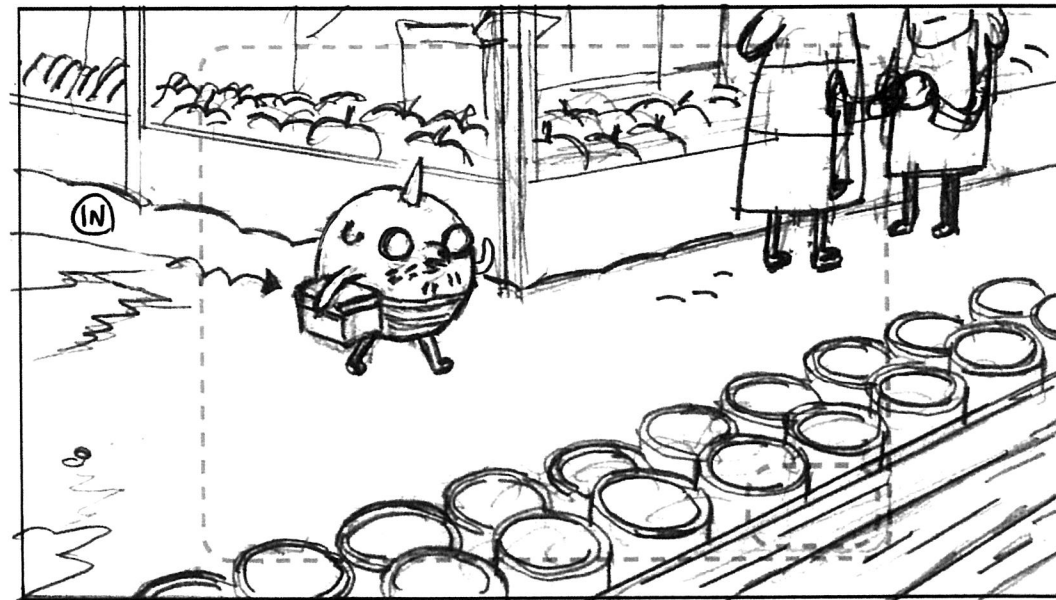


Sc. 42

Pnl. A

Bg.

day night



Dialog:

TV: (SING-SONG)
WEIRD BOX FOR SALE ...

Action:

- TV enters scene CRYING OUT
LIKE A HAWKER.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



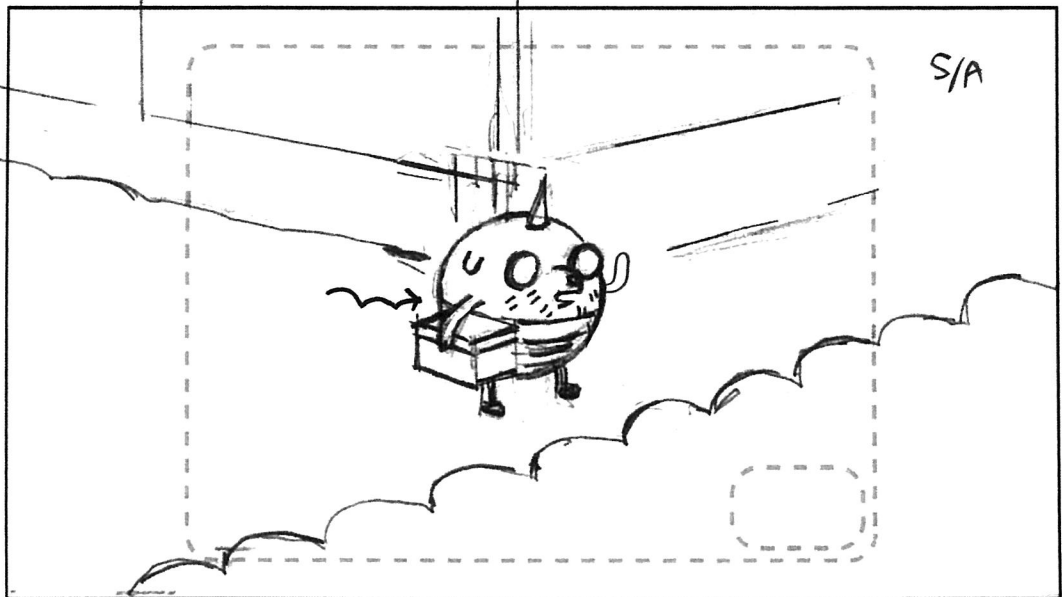
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Sc. 42

Pnl. B

Bg.

day night

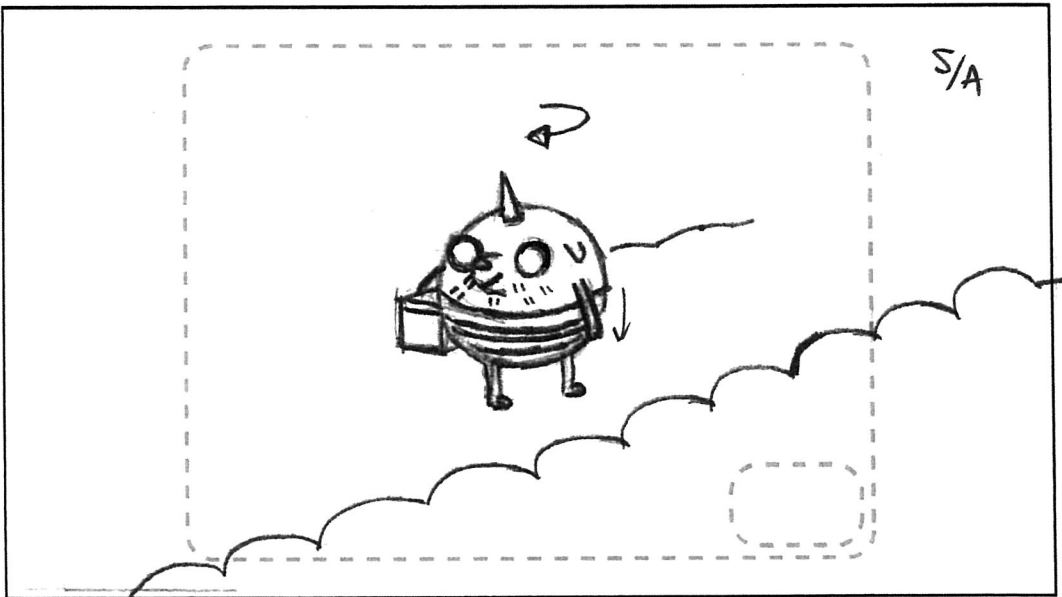


Sc. 42

Pnl. C

Bg.

day night



Dialog:

Action:

- TV looks for a vendor who might buy his box.

- TV SMILES .

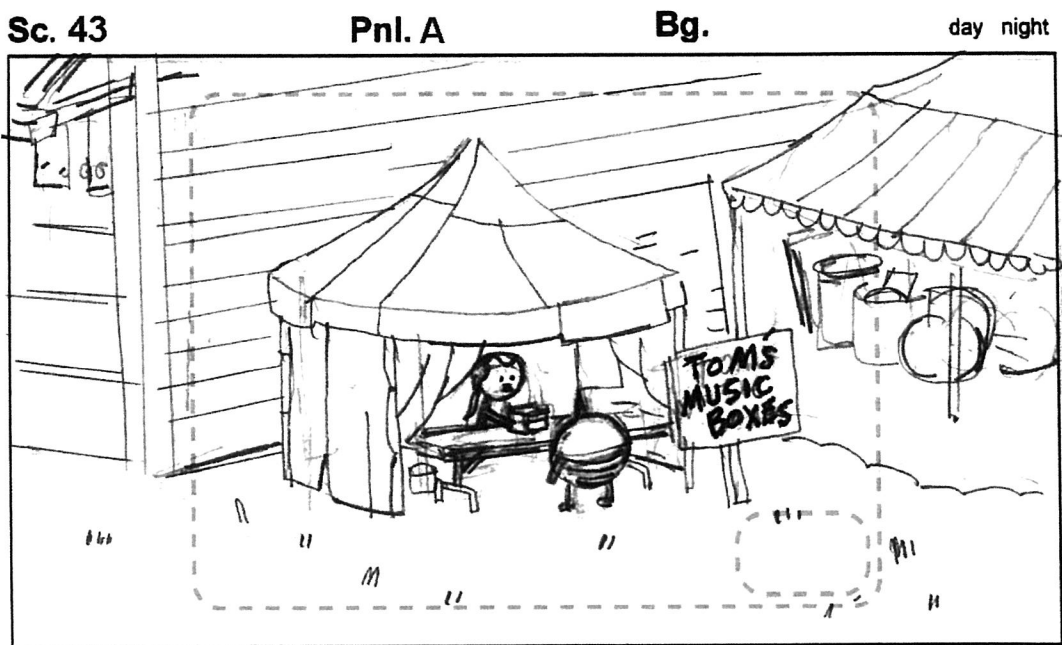
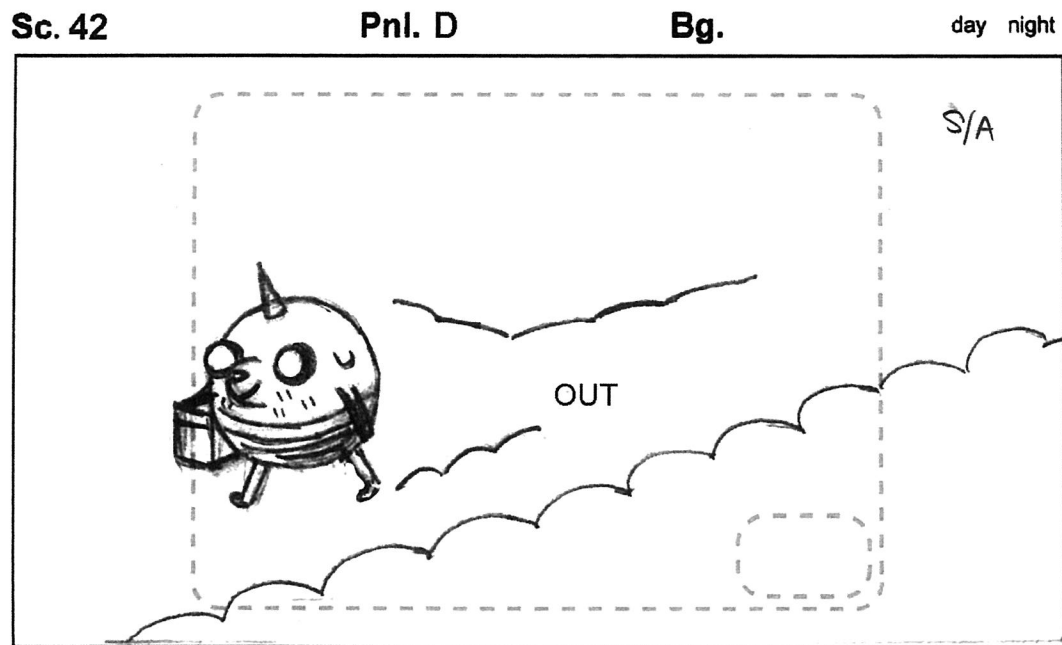
Timing:

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Production :

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ADVENTURE TIME



Dialog:	<u>Tom:</u> HM.
Action:	- TV WALKS OFF/S, - On a vendor's tent, with a vendor (Tom) talking to TV. (MUSIC BOX SALESMAN FROM 'THE DIARY')
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



Next Pg 111

Page 108

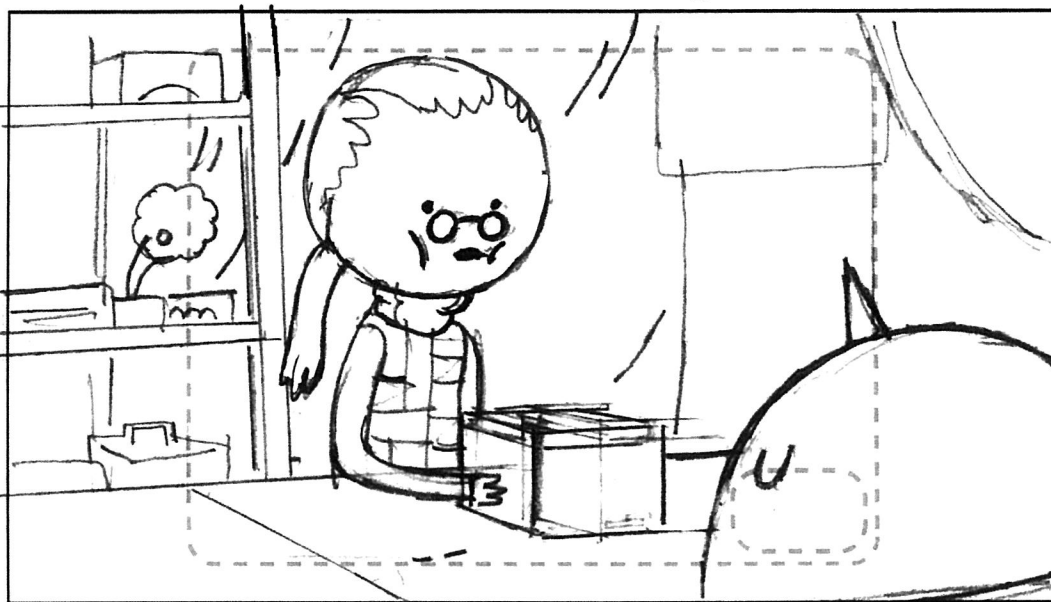
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Sc. 44

Pnl. A

Bg.

day night

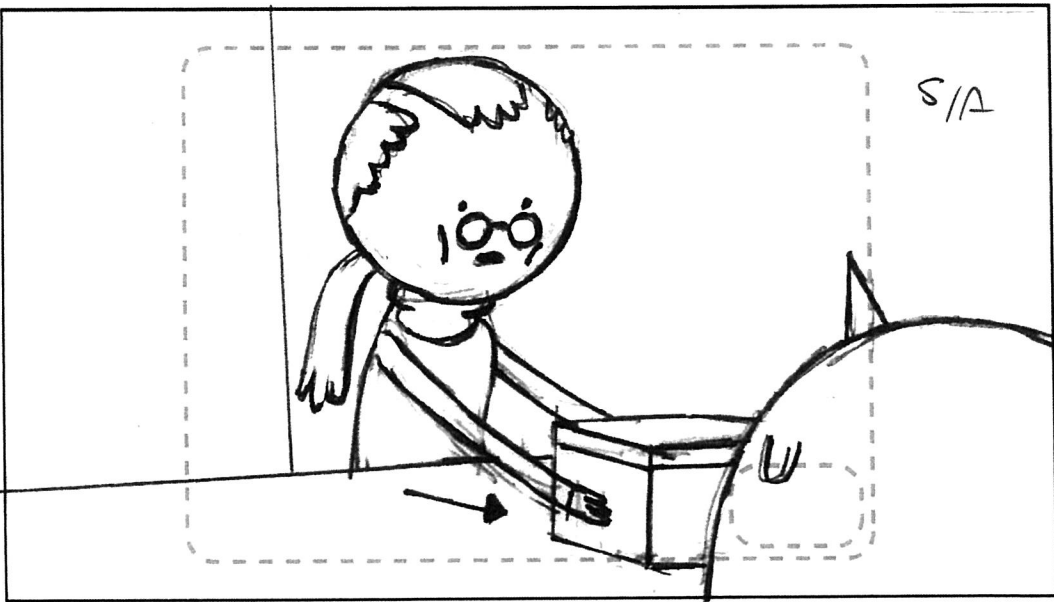


Sc. 44

Pnl. B

Bg.

day night



Dialog:

Tom: Sorry, kid.

Tom: Maybe if it was a music box.

Action:

- TOM SLIDES BOX TOWARDS TV.

Timing:

EPISODE # 1034-232

Production :

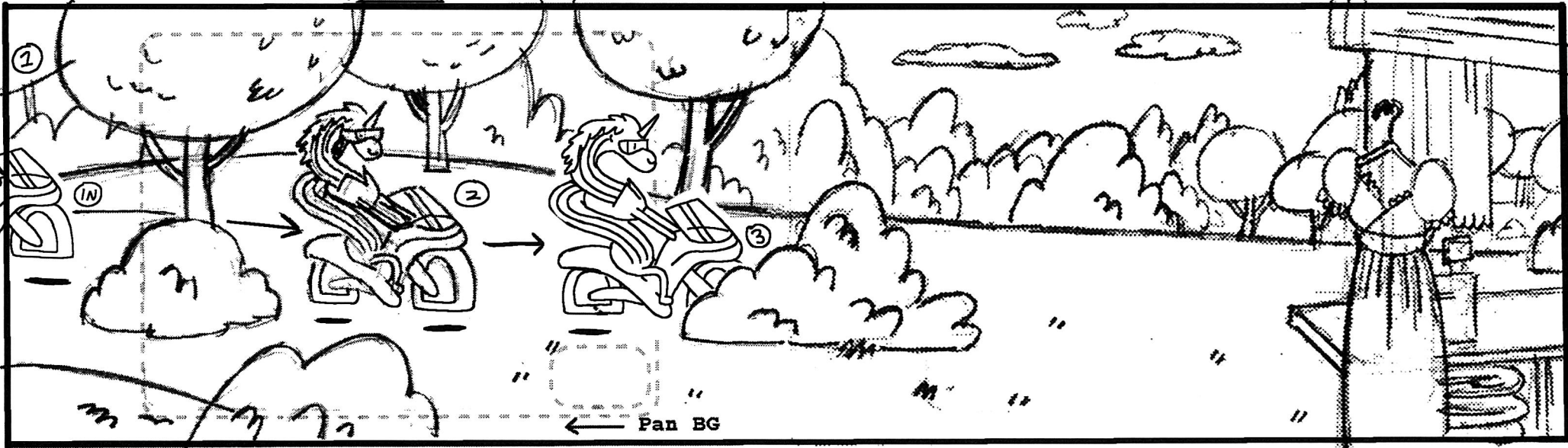
ADVENTURE TIME



Prev Pg 108

Page 111

Sc. 45 Pnl. E Ba. day night Sc. 46 Pnl. A Bg. day night



Dialog:	SFX: Zzzzz [motorbike]
Action:	
Timing:	-LEE THE RAINICORN DRIVES ON/S. - Pan with LEE on his motorbike. WHEN BIKE REACHES SCREEN CENTER.

EPISODE # 1034-232

Production :

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ADVENTURE TIME

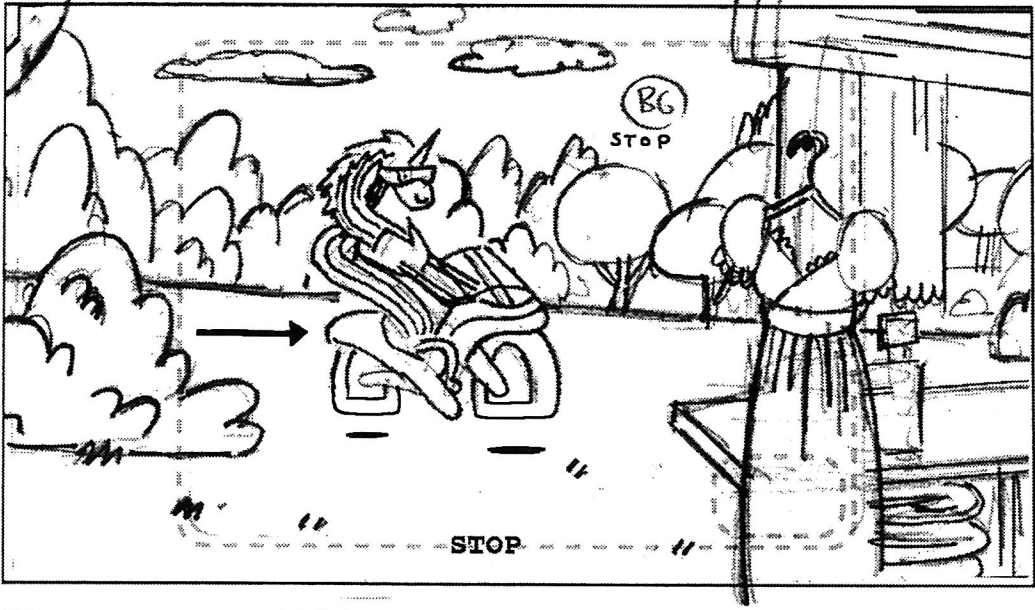


Sc. 46

Pnl. B

Bg.

day night

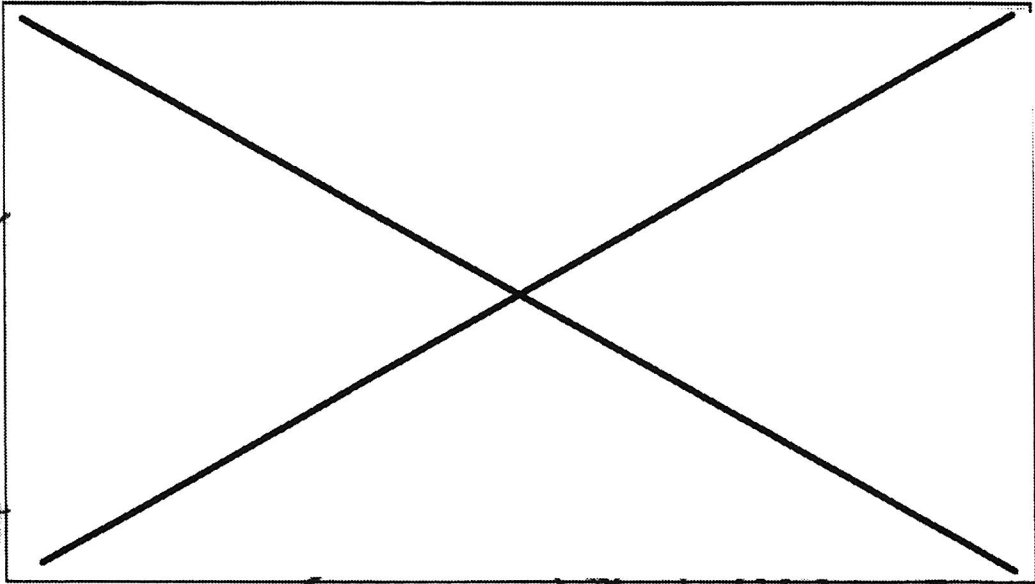


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Motorbike comes to a stop.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Sc. 47

Pnl. A

Bg.

day night

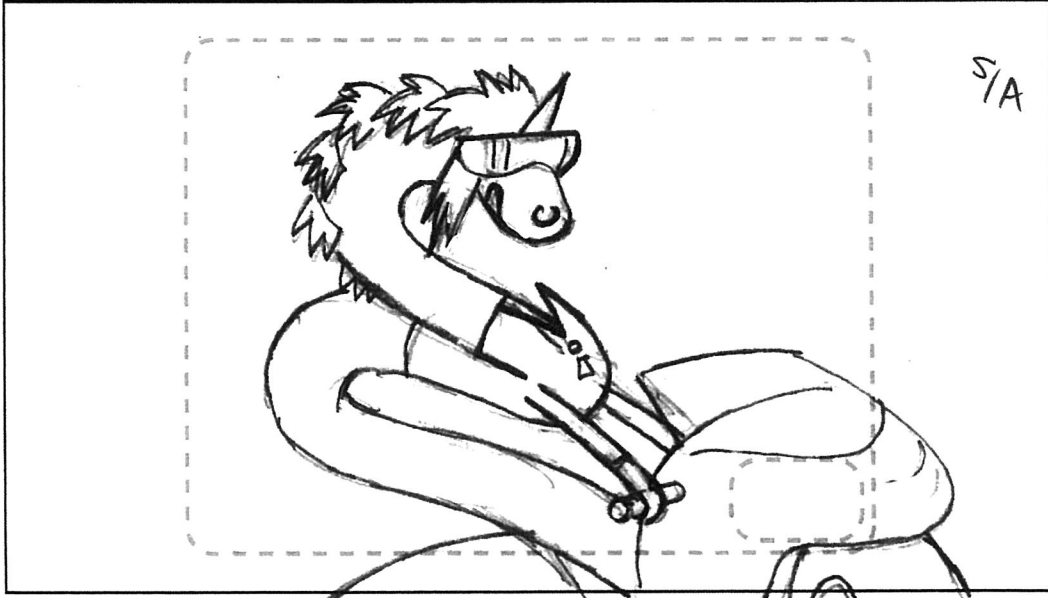


Sc. 47

Pnl. B

Bg.

day night



Dialog:	<u>SFX:</u> Zzz zzz! [Lee revs the bike]
Action:	
Timing:	

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Production :

ADVENTURE TIME



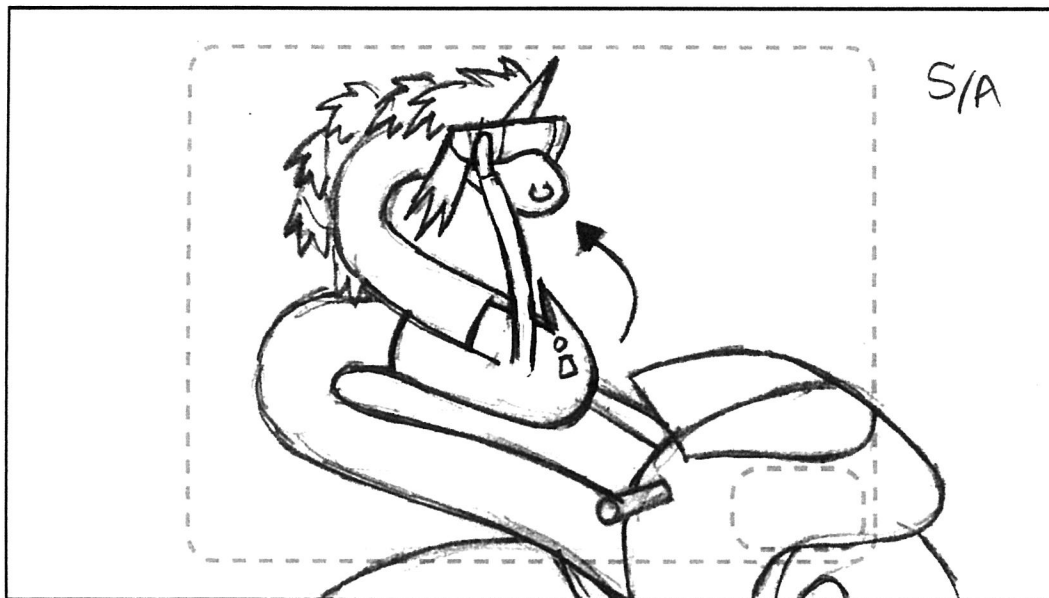
Page 114

Sc. 47

Pnl. C

Bg.

day night



Sc. 47

Pnl. D

Bg.

day night



Dialog:

SFX: * ELECTRIC GUITAR *

Action:

- LEE TAKES OFF SUNGLASSES.

Timing:

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ADVENTURE TIME



Sc. 47

Pnl. E

Bg.

day night

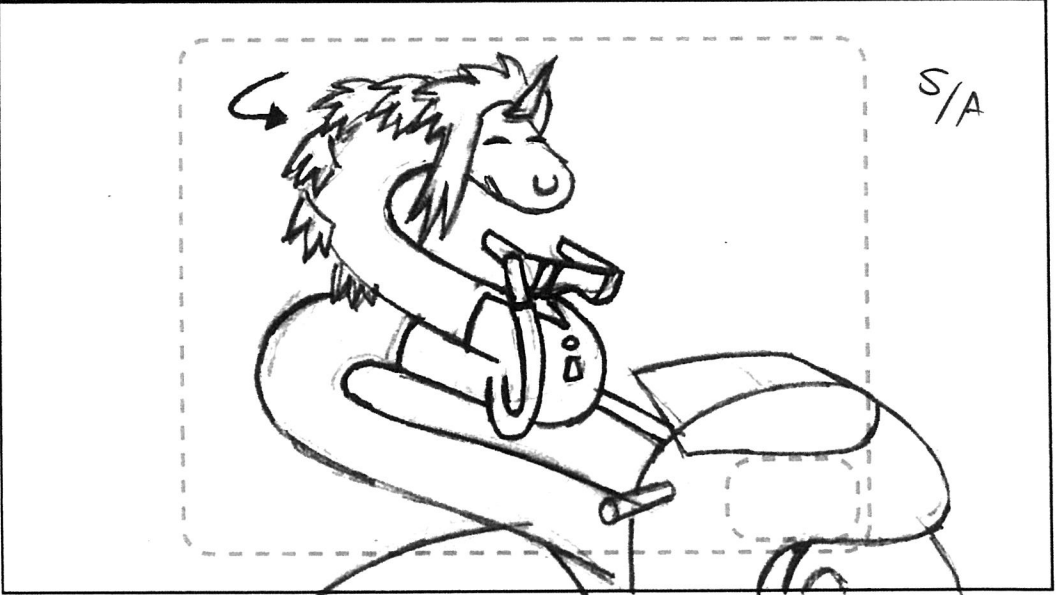


Sc. 47

Pnl. F

Bg.

day night



Dialog:	
LEE: (IN KOREAN) IT'S CLOSE...	
Action:	Lee looks around.
Timing:	

EPISODE # 1034-232

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ADVENTURE TIME



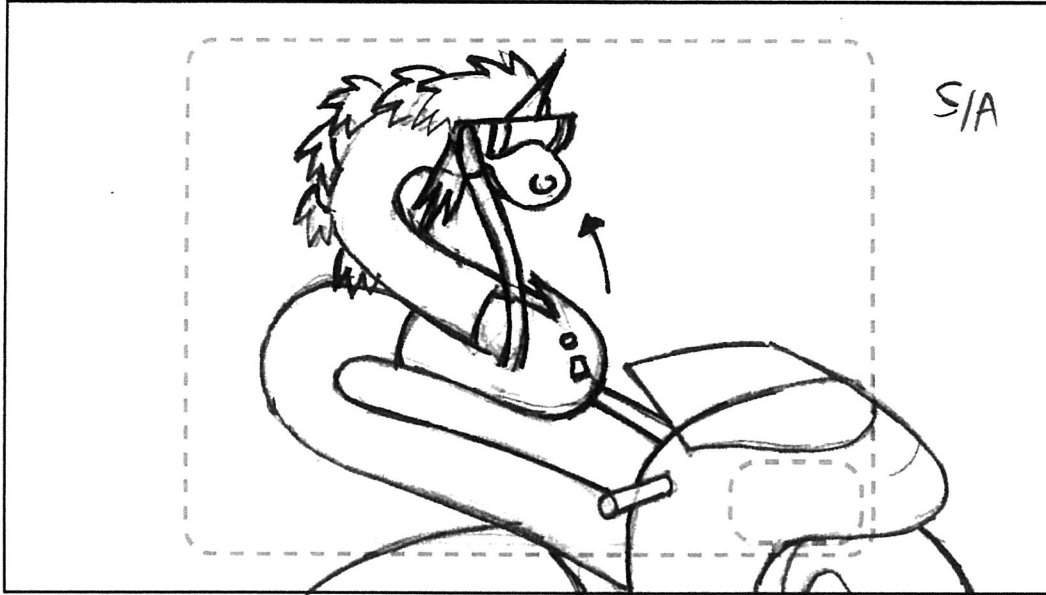
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Sc. 47

Pnl. G

Bg.

day night

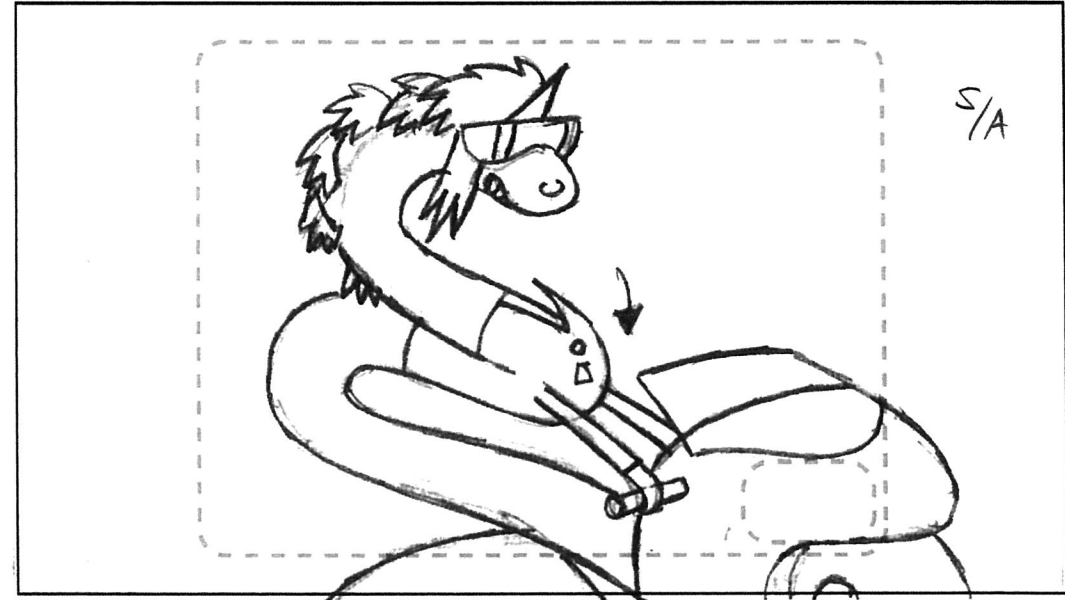


Sc. 47

Pnl. H

Bg.

day night



Dialog:

Action:

- LEE PUTS GLASSES BACK ON.

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

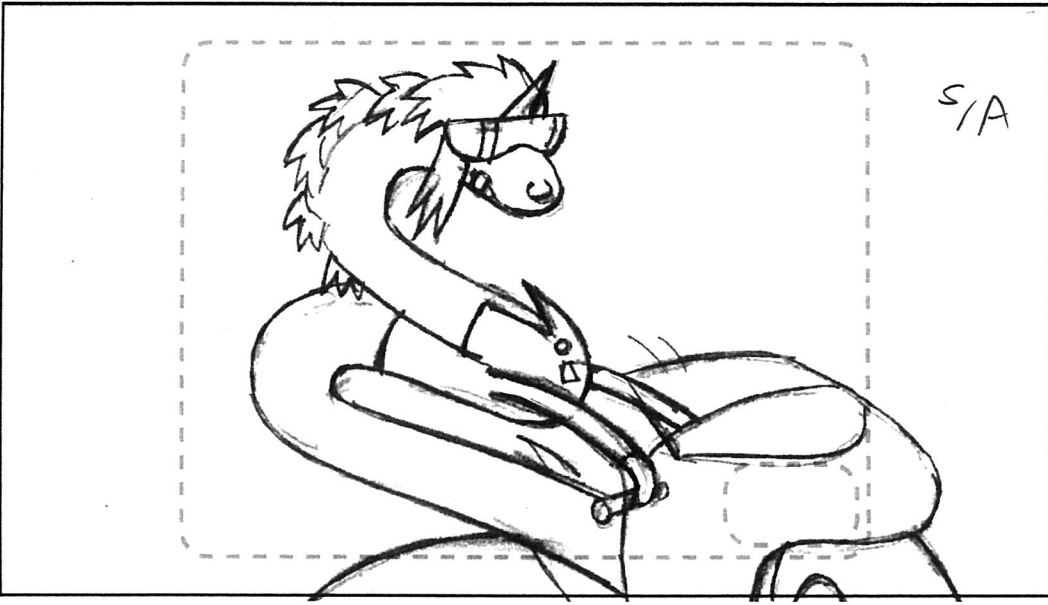


Sc. 47

Pnl I

Bg.

day night

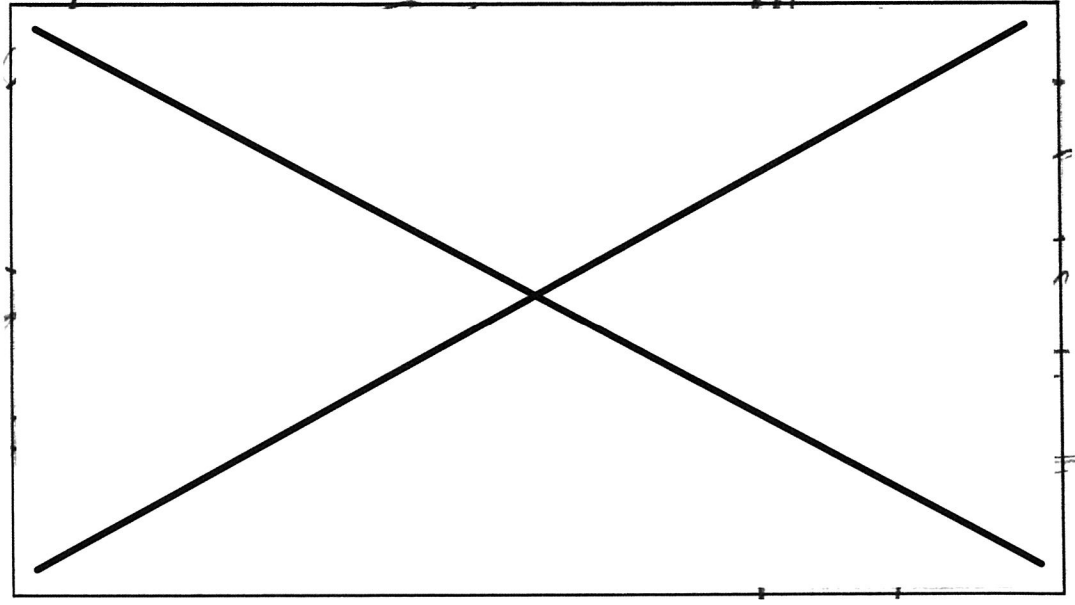


Sc.

Pnl.

Bg.

day night



Dialog: <u>SFX:</u> Zzz zzz! [Lee revs the bike again]
Action:
Timing:

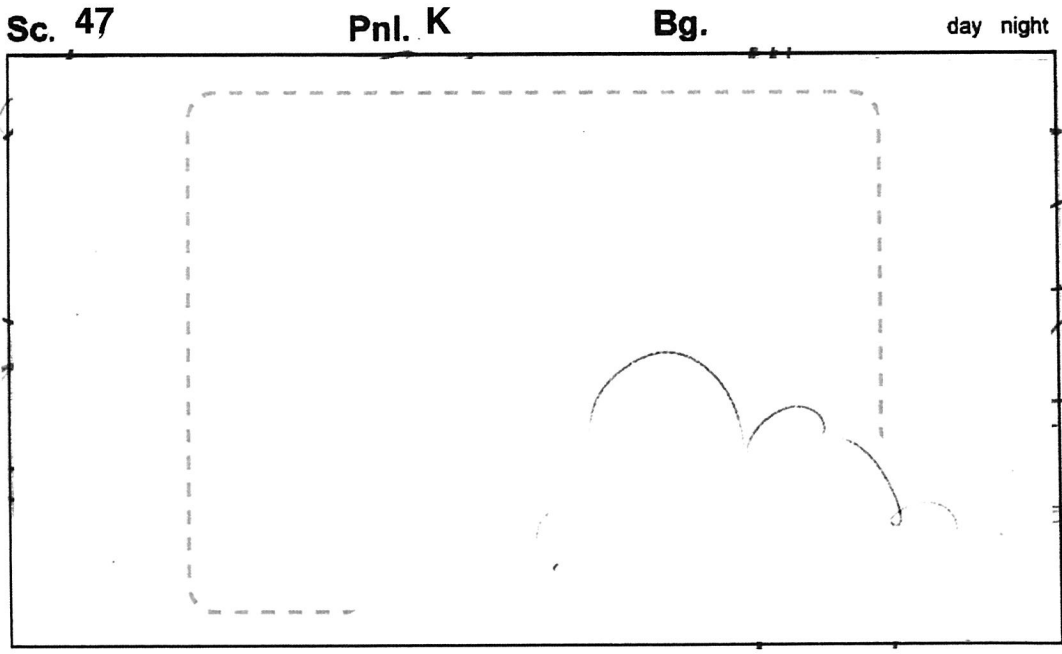
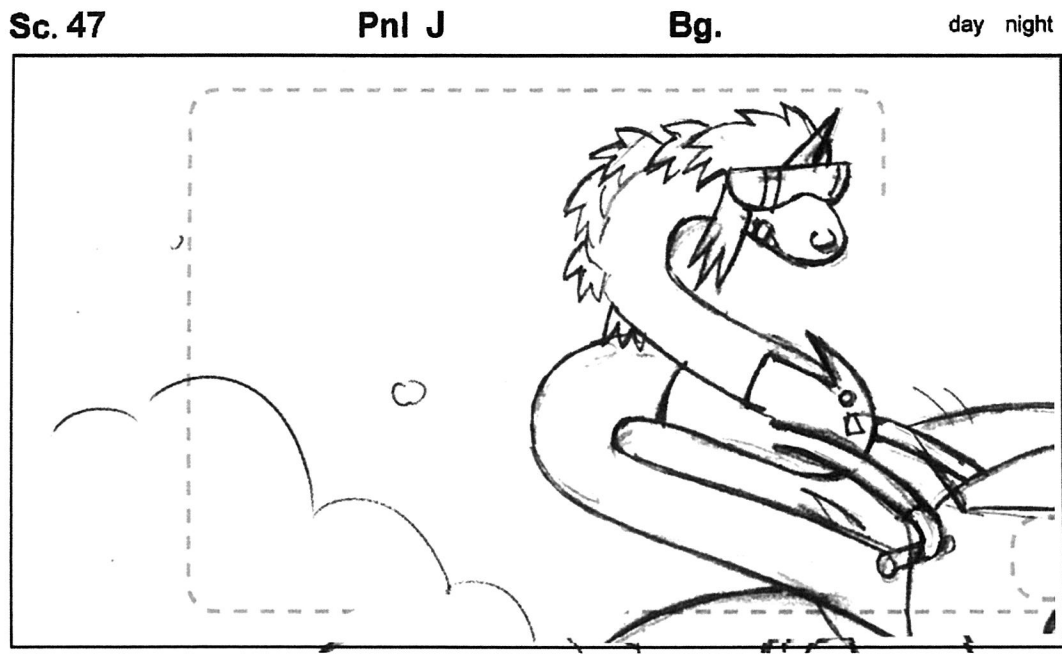
EPISODE # 1034-232

Production :

ADVENTURE TIME



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Dialog:
<u>SFX:</u> Zzz zzz! [Lee revs the bike again]
Action:
Timing:

EPISODE # 1034-232

Production :

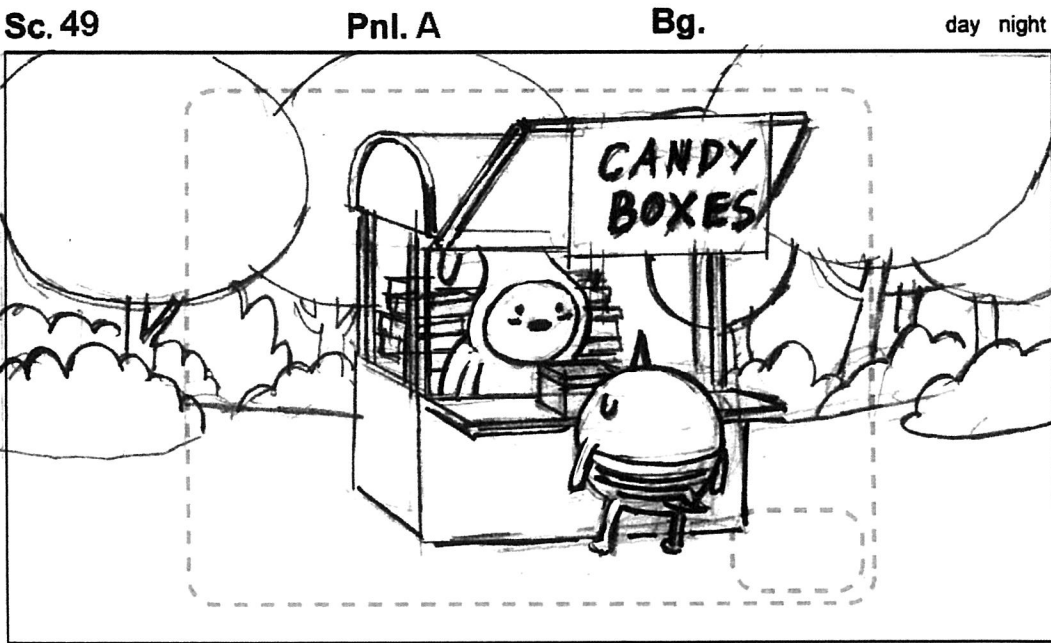
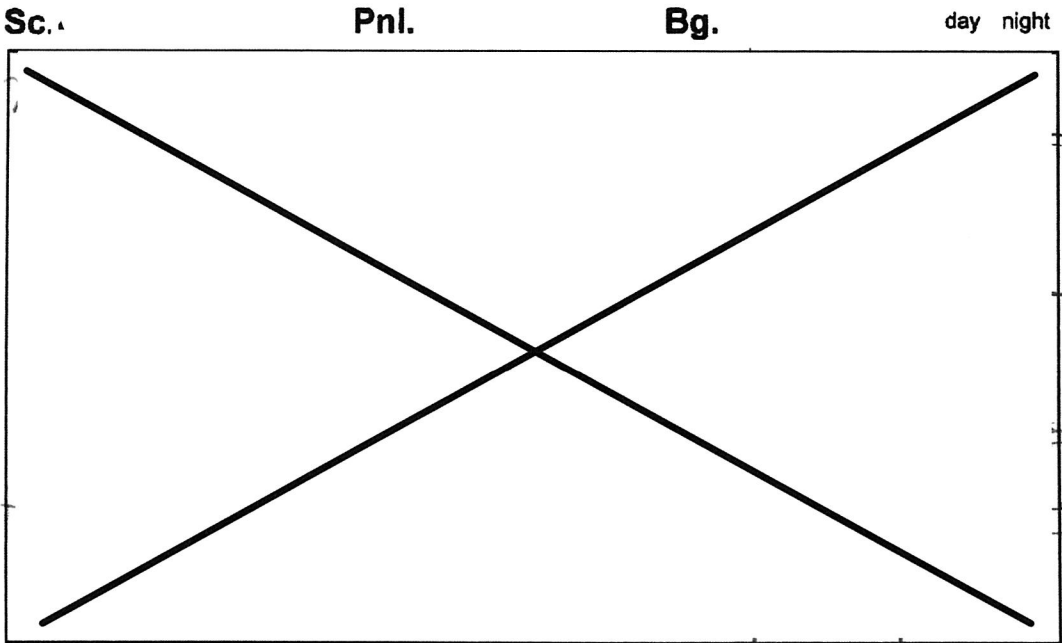
ADVENTURE TIME



Next Pg 121

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Dialog:	<u>Candy box seller:</u> Now, if it was a candy box, I could use it.
Action:	On another vendor booth. Vendor is talking to TV.
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



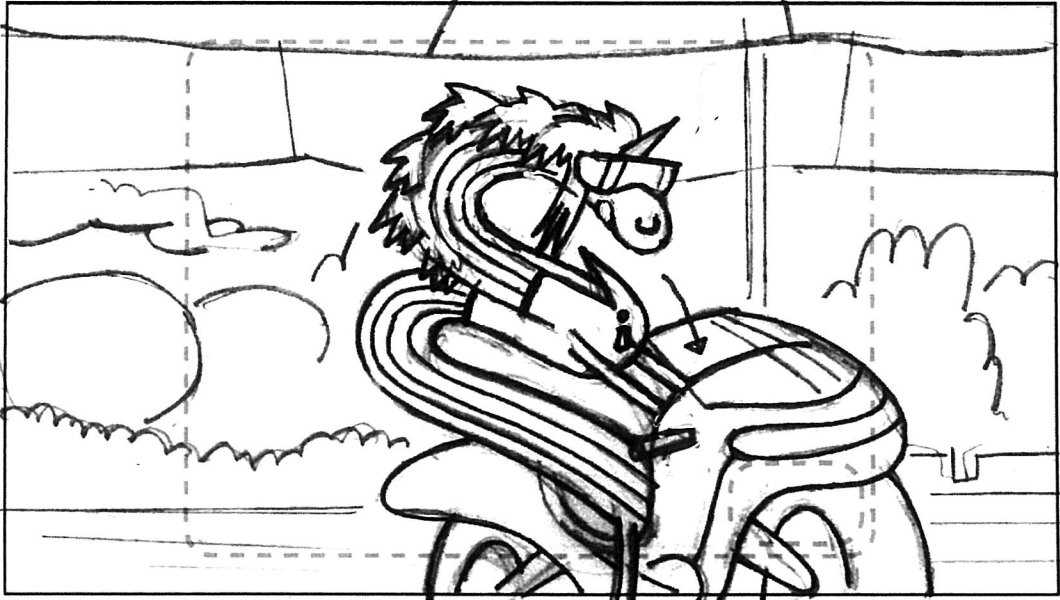
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Sc. 51

Pnl. A

Bg.

day night

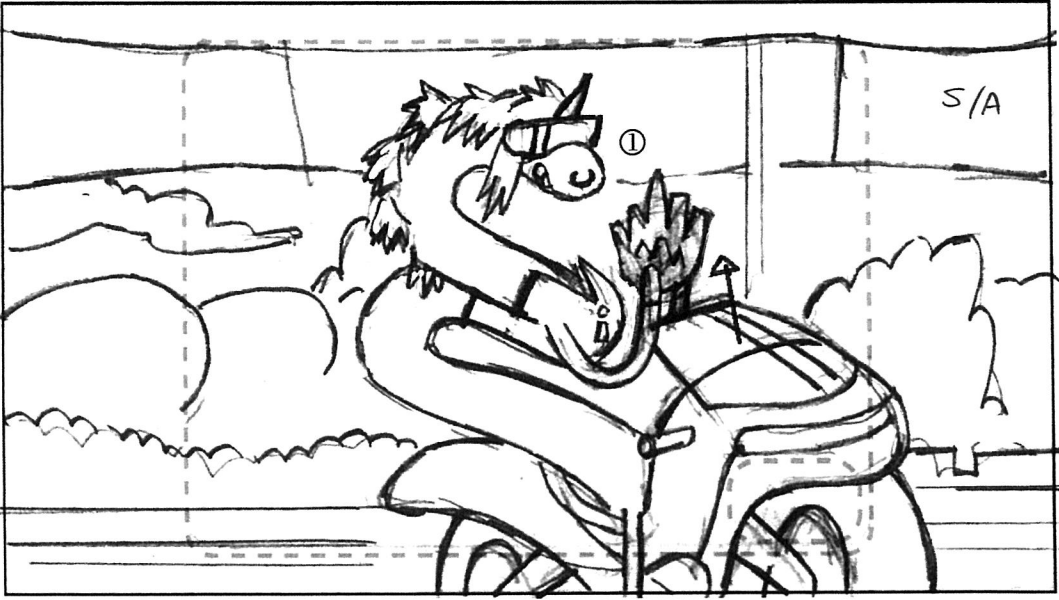


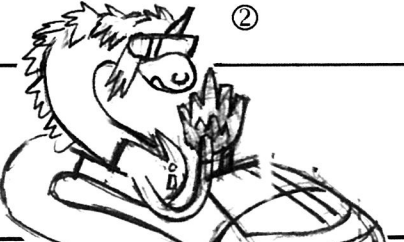
Sc. 51

Pnl. B

Bg.

day night



Dialog:	
Action: — Lee reaches down.	— Lee picks up a big crystal.
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



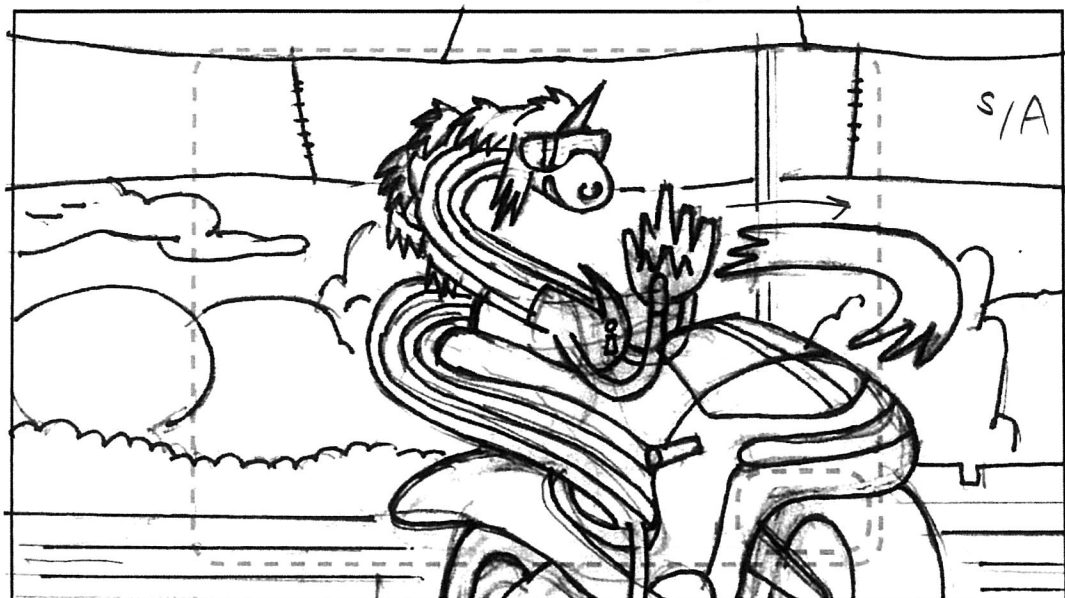
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Sc. 51

Pnl. C

Bg.

day night

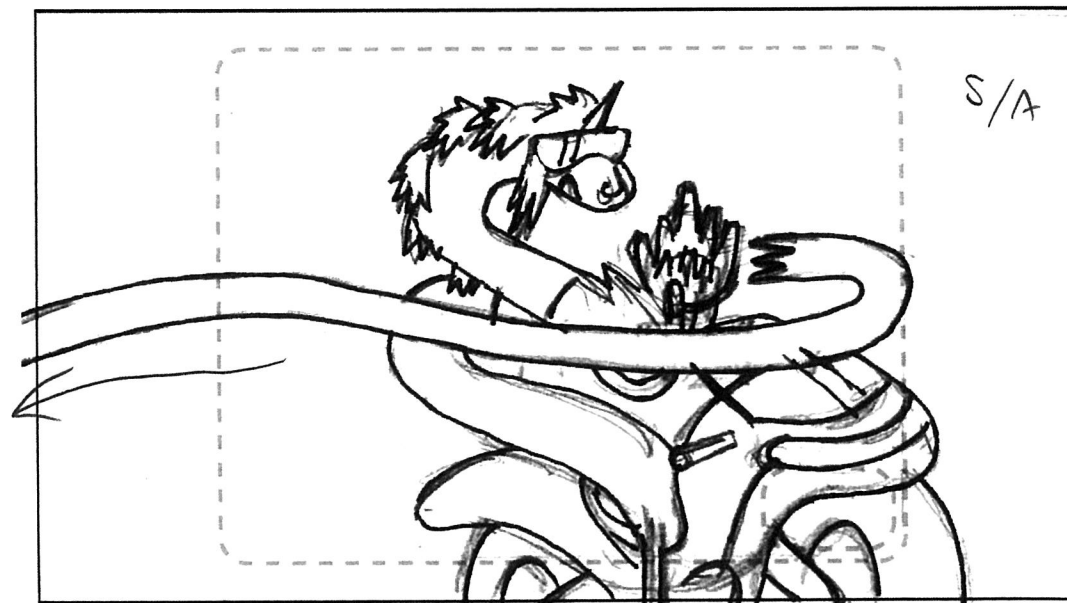


Sc. 51

Pnl. D

Bg.

day night



Dialog:

SFX: Whaaaa [crystal wave]

Lee: Do your thing.

SFX: Whispa whispa whispa ([crystal wave])

Action:

- CRYSTAL WAVE EMERGES FROM CRYSTAL,

- WAVE SWIMS OFF/S.

Timing:

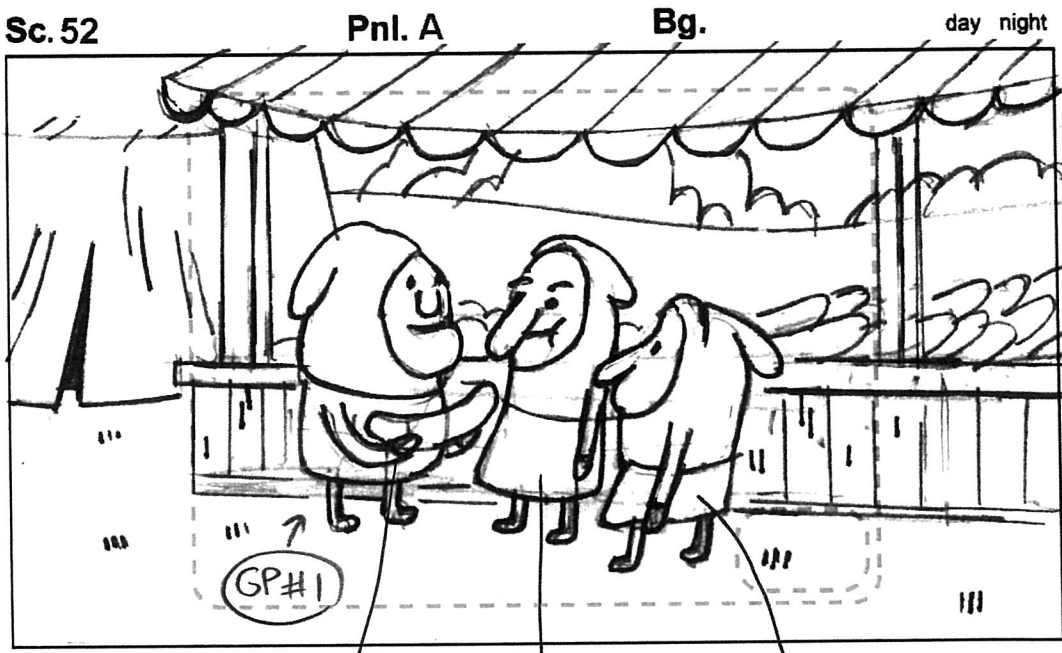
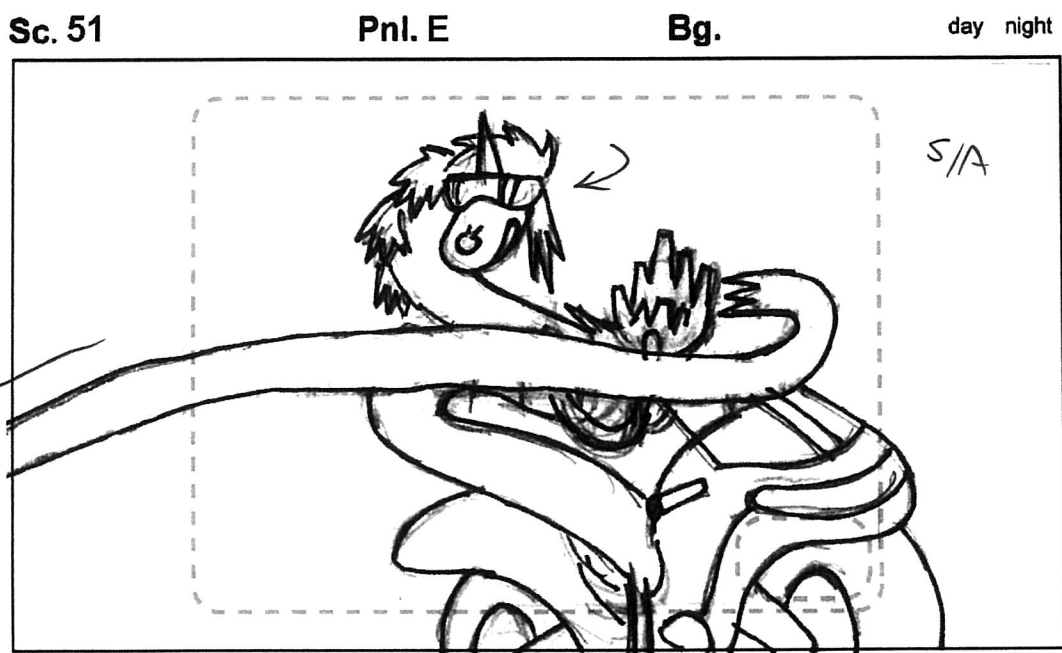
EPISODE # 1034-232

Production :

ADVENTURE TIME



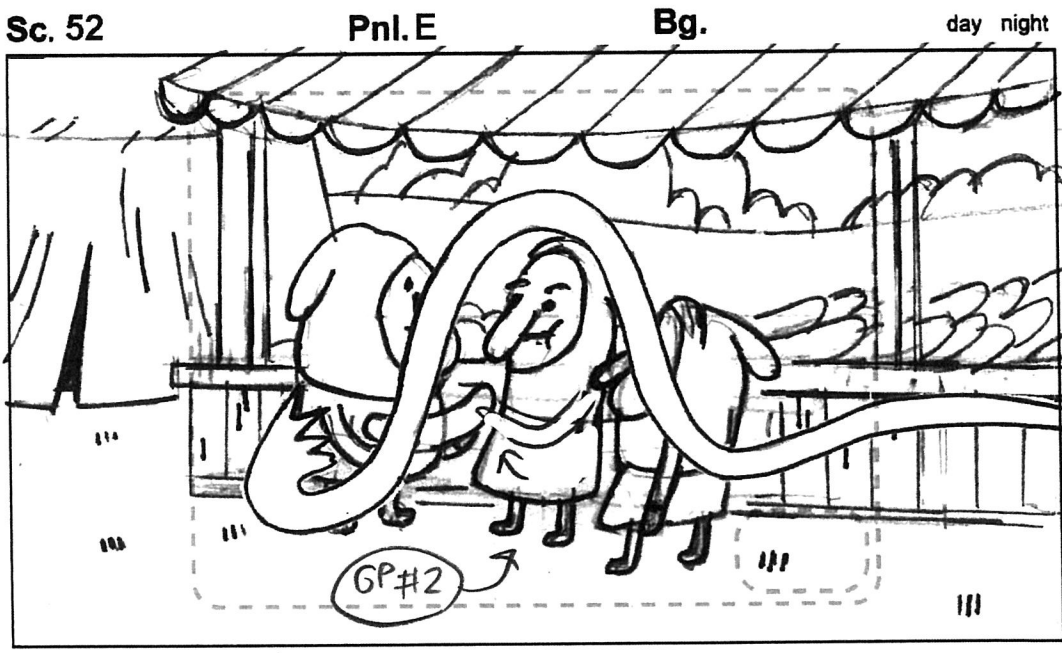
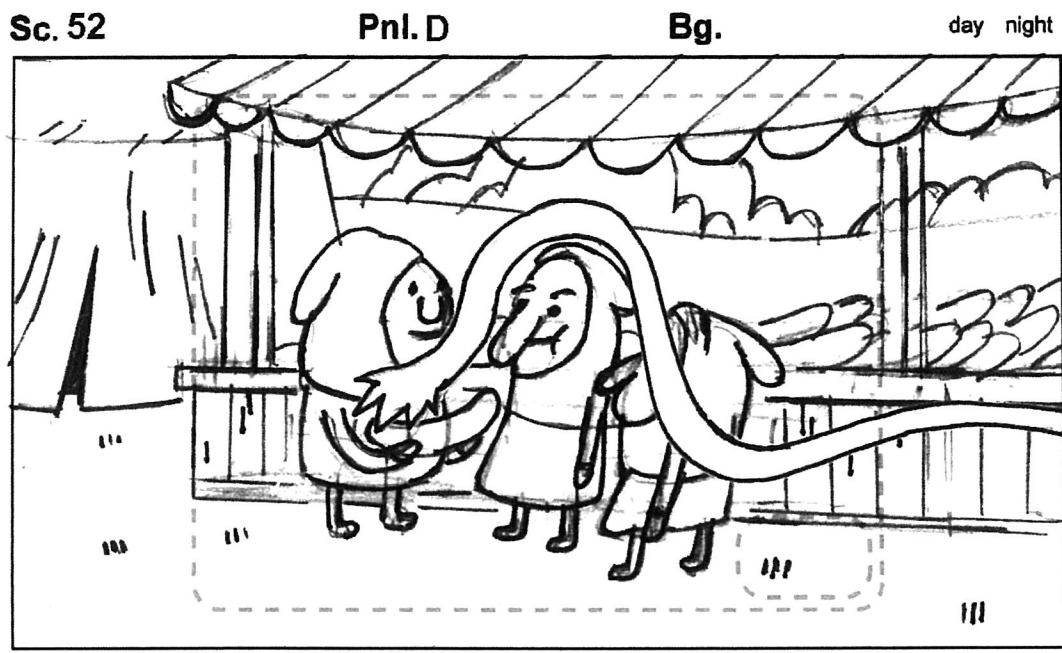
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Dialog:	LEE: HEH HEH...
Action:	- LEE WATCHES CRYSTAL WAVE FLOW OFF/S. - On people in the market.
Timing:	

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ADVENTURE TIME



Dialog: THEN BAM- 2 DAYS LATER
GP#1 : IT'S STALE AND HARD AS A ROCK ,

SFX: * WHISPERS * DUDE, THIS IS A ROCK ,
GRASS PERSON #2 :

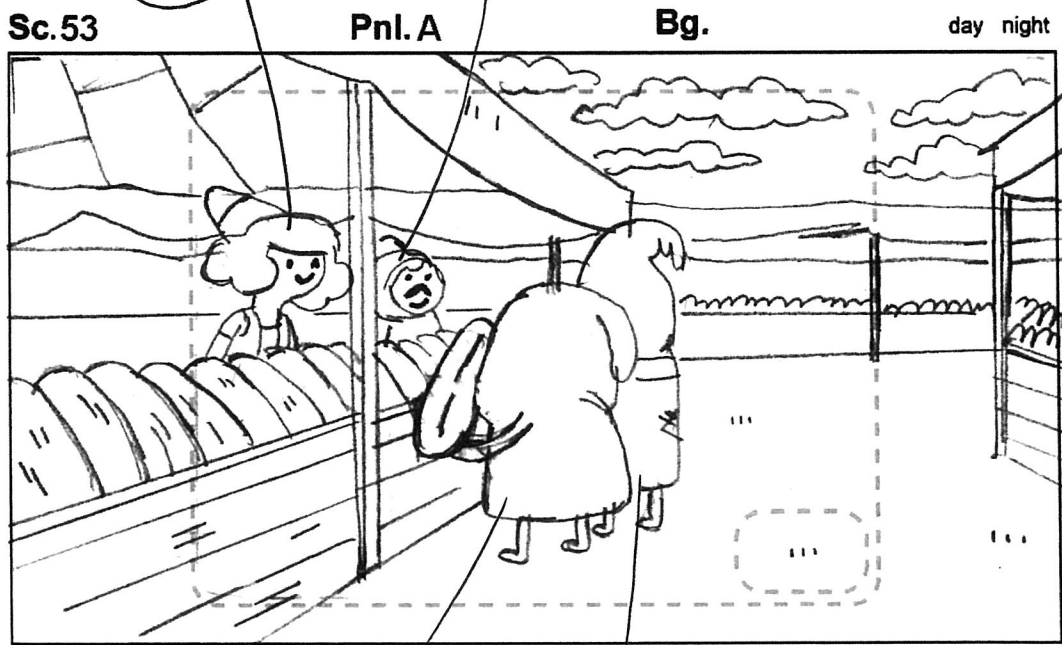
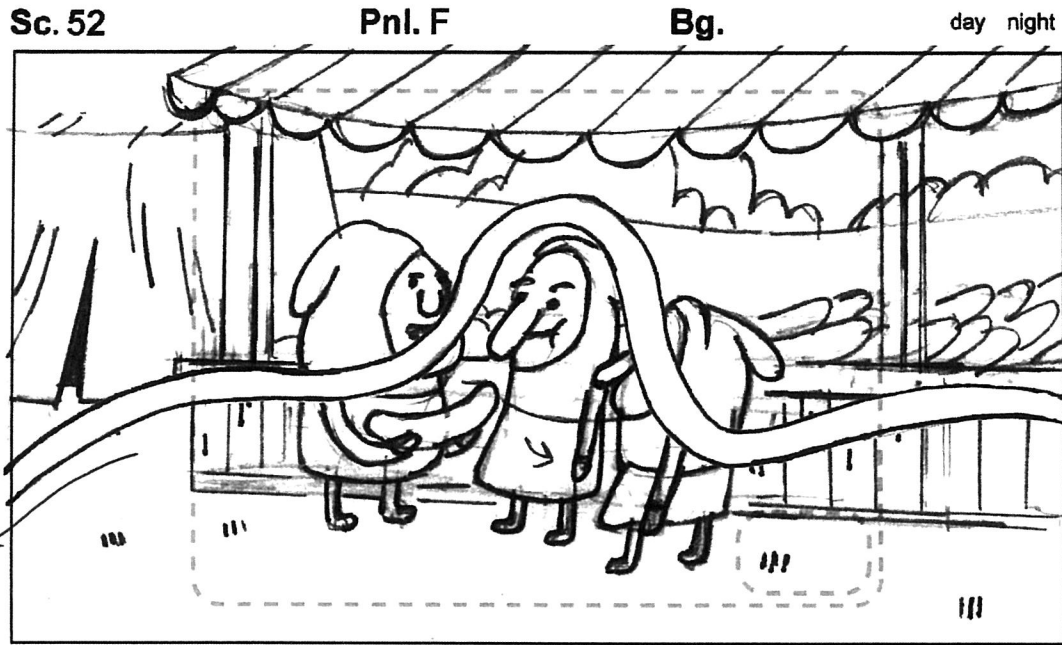
Action: -WAVE INVESTIGATES MERCHANT,

Timing:

ADVENTURE TIME



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Dialog:	GP#1: OKAY BUT I DON'T LIKE, STALE ROCKS EITHER.	
Action:	Crystal wave continues out of scene.	On some other people in the market.
Timing:		

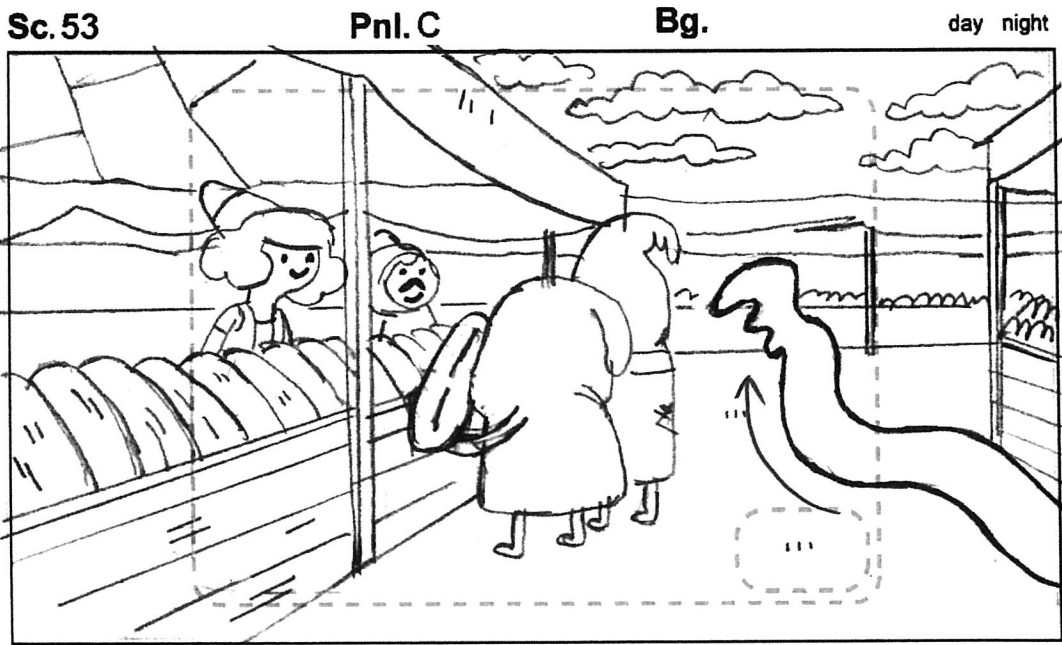
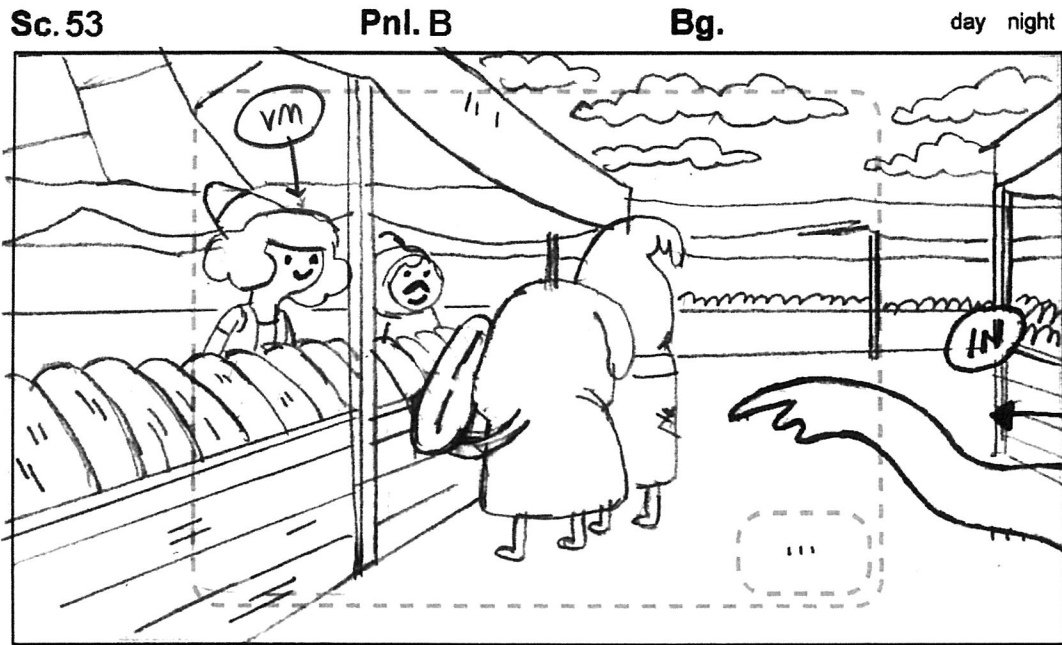
EPISODE # 1034-232

Production :

ADVENTURE TIME



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Dialog:	<p><u>SFX</u>: Whispa whispa whispa [crystal wave]</p> <p>VEGETABLE SELLER : ↓ GETCHA CUKES... ↓</p>
Action:	<p>Crystal wave comes in.</p>
Timing:	

EPISODE # 1034-232

Production :

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ADVENTURE TIME

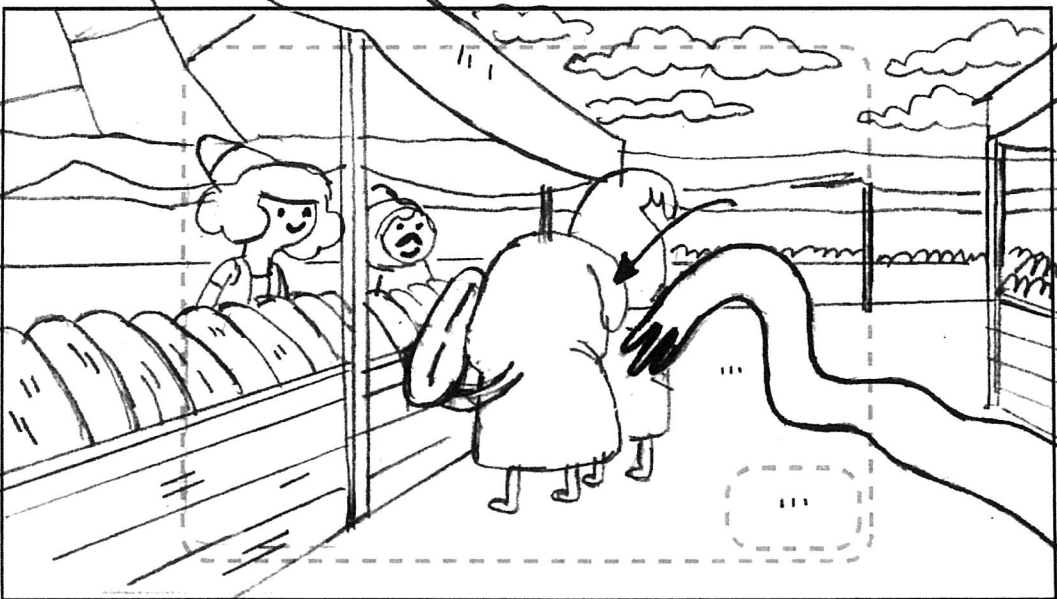


Sc. 53

Pnl. D

Bg.

day night

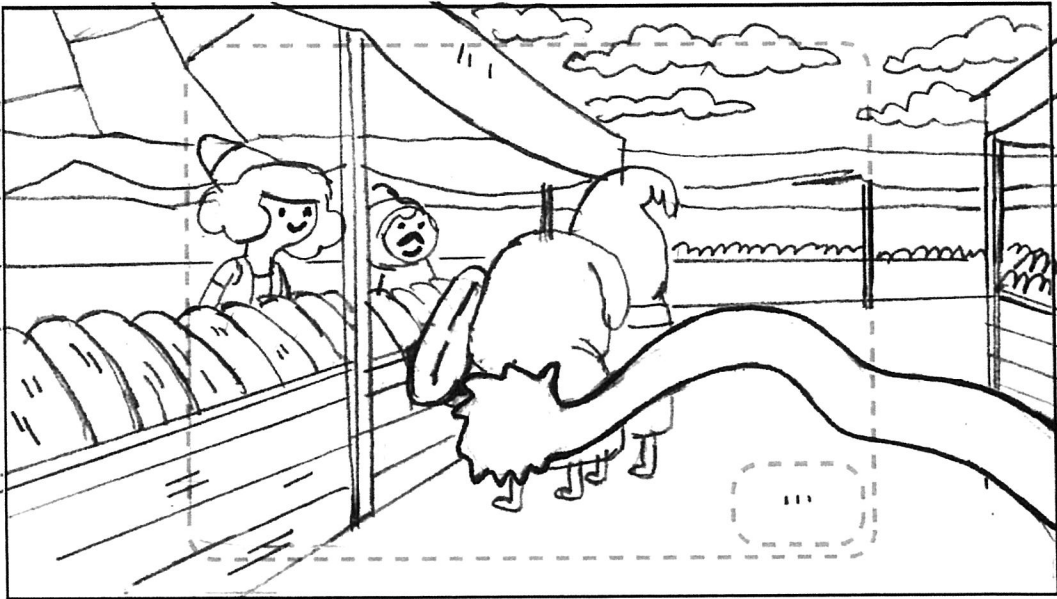


Sc. 53

Pnl. E

Bg.

day night



Dialog:

VM: ♪ GETCHA ZUKES ... ♪

Action:

- WAVE EXAMINES CUSTOMER ,

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



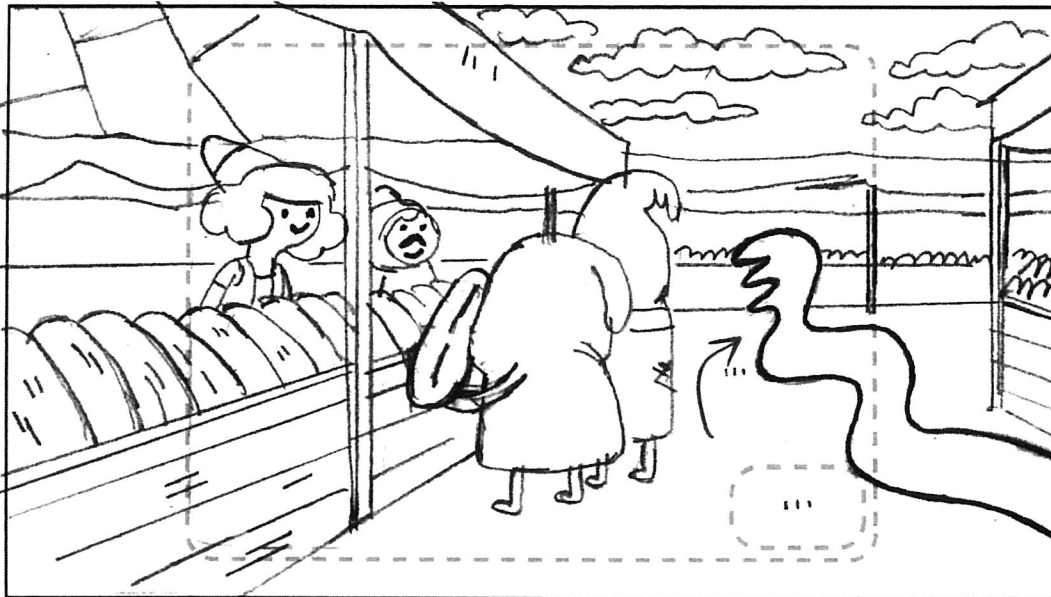
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Sc. 53

Pnl.F

Bg.

day night

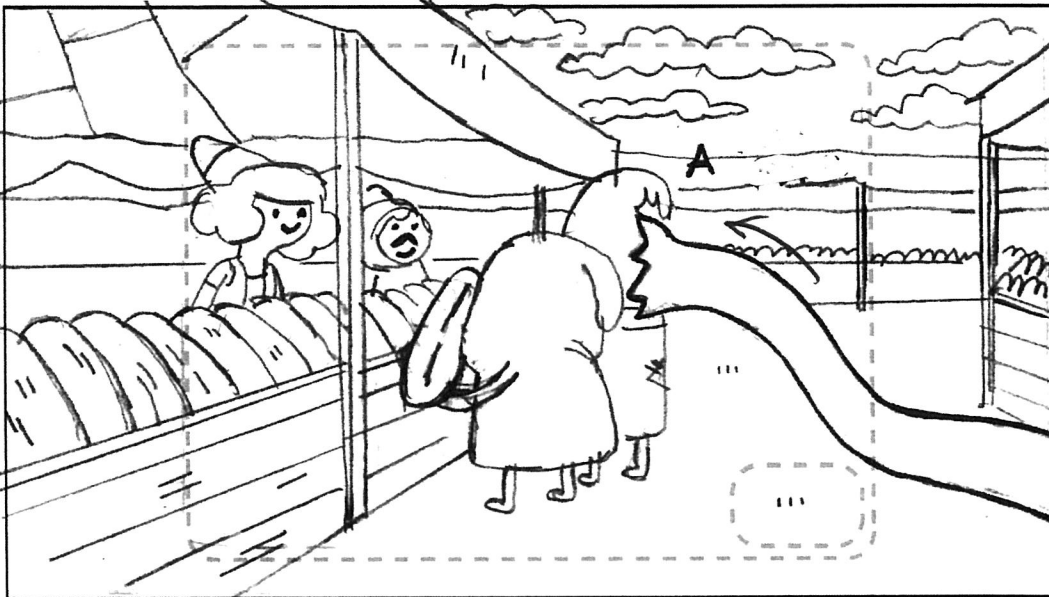


Sc. 53

Pnl.G

Bg.

day night



Dialog:

VM: ♪ GETCHA--

SFX: * PAT- PAT *

Action:

- Crystal wave pats head. Pose A.

Timing:

EPISODE # 1034-232

Production :

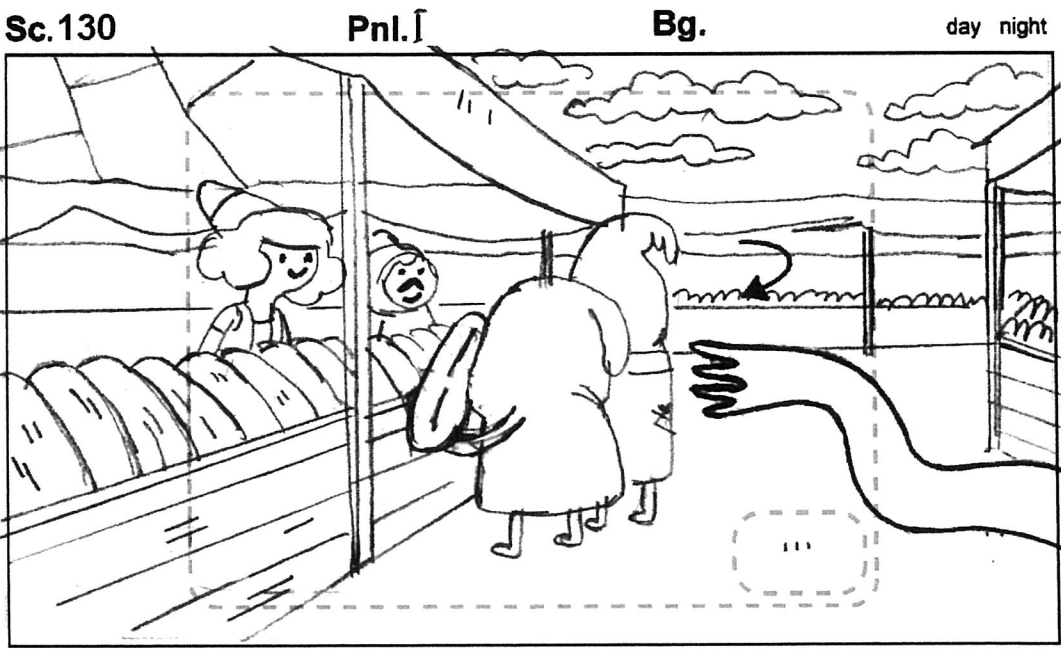
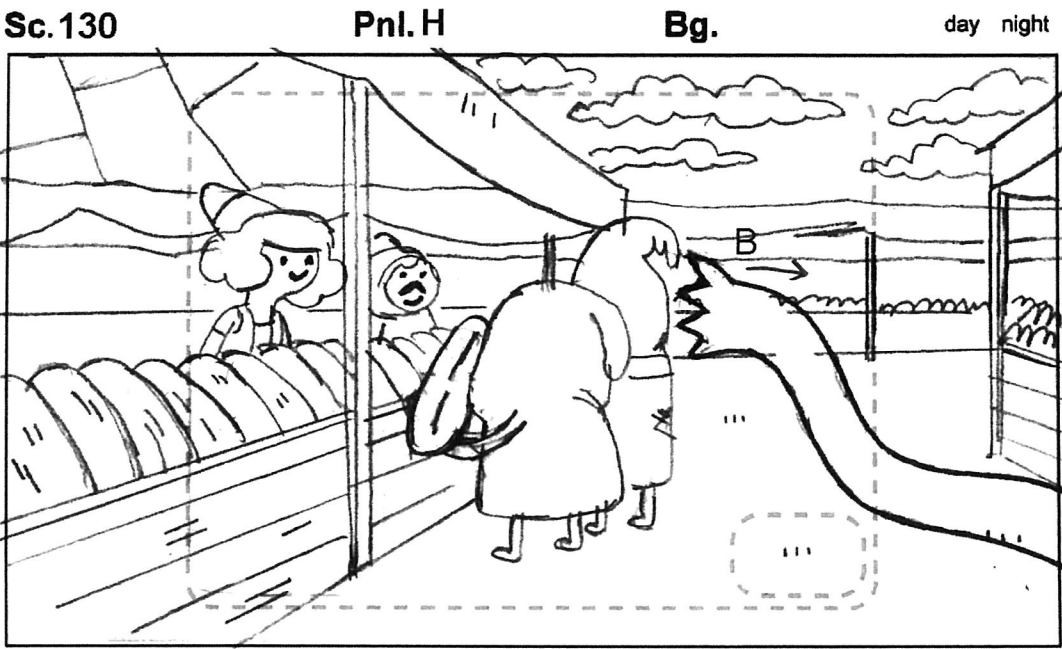
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ADVENTURE TIME



Next Pg 133

Page 130



Dialog:
<u>VM:</u> ♪ ... CUKES ... ♪
Action:
Pose B.
Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Prev Pg 130

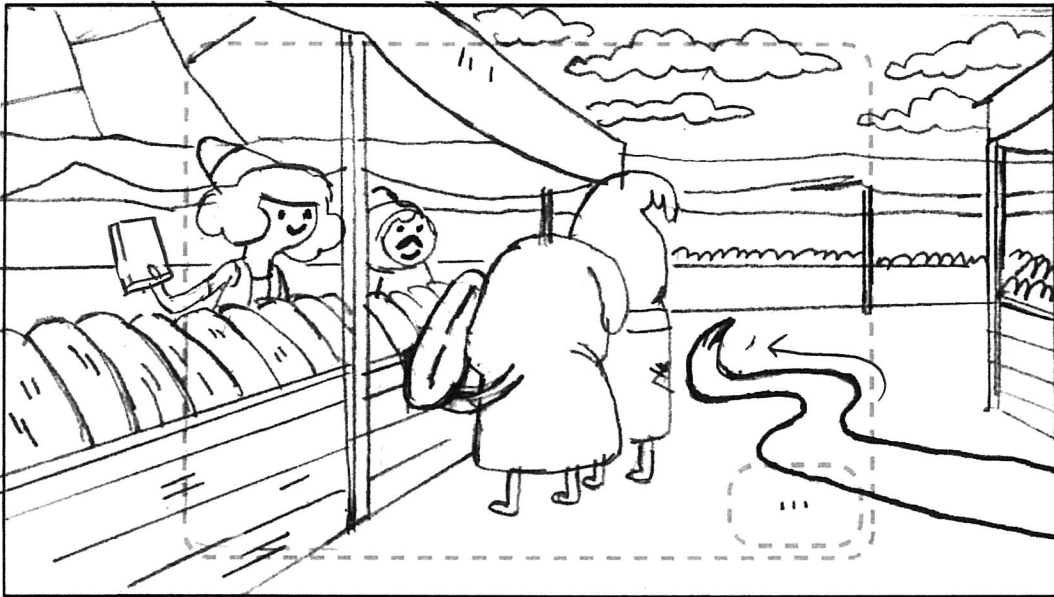
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Sc. 53

Pnl. J

Bg.

day night

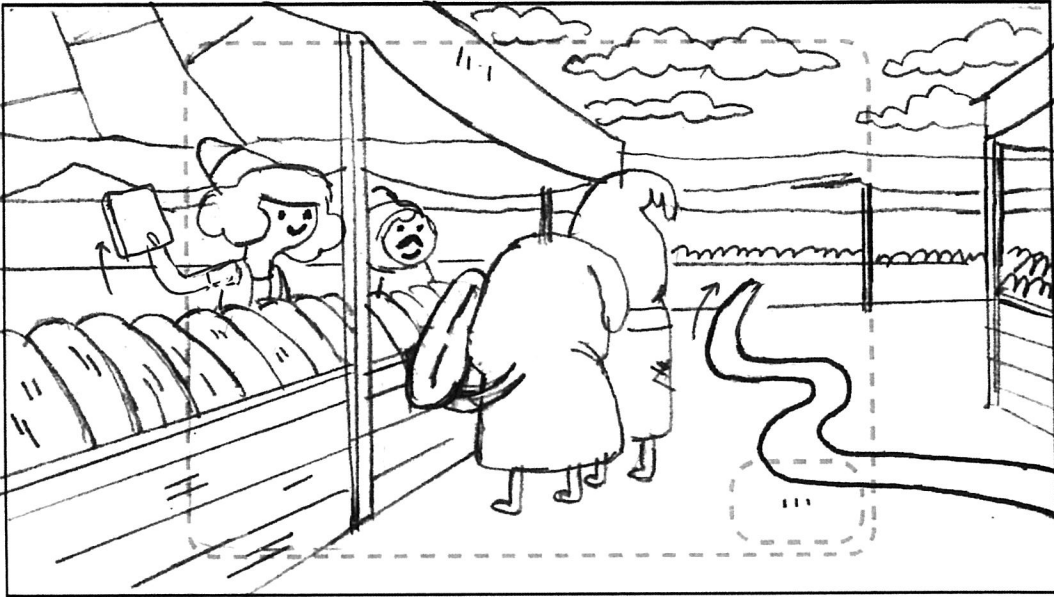


Sc. 53

Pnl. K

Bg.

day night



Dialog:

VM:

Hand woven tukes!

Action:

Crystal wave moves off into the distance.

Timing:

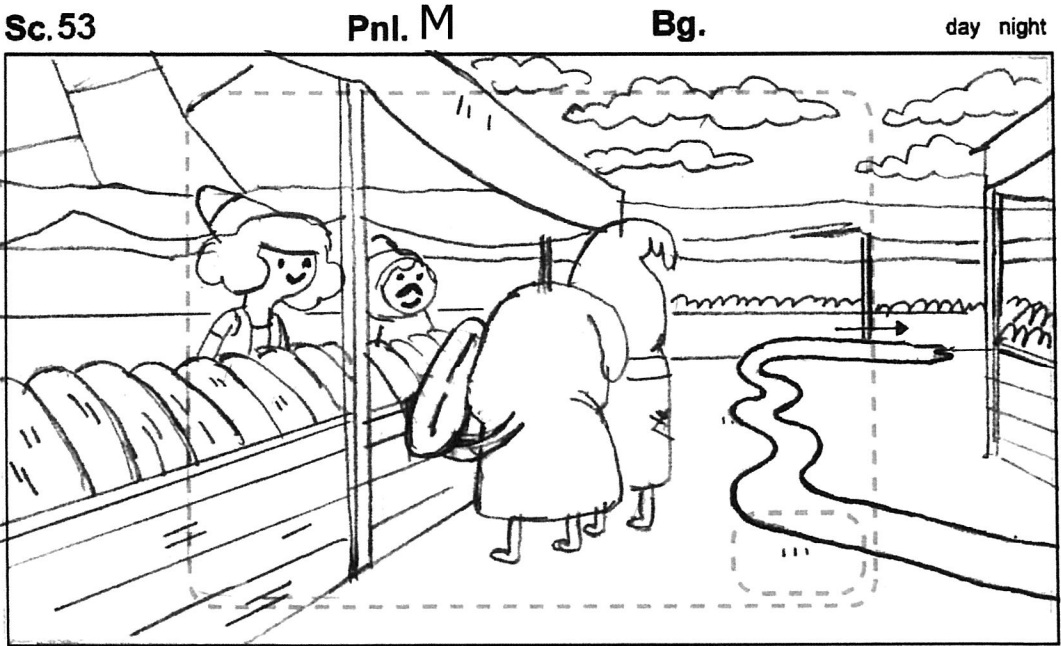
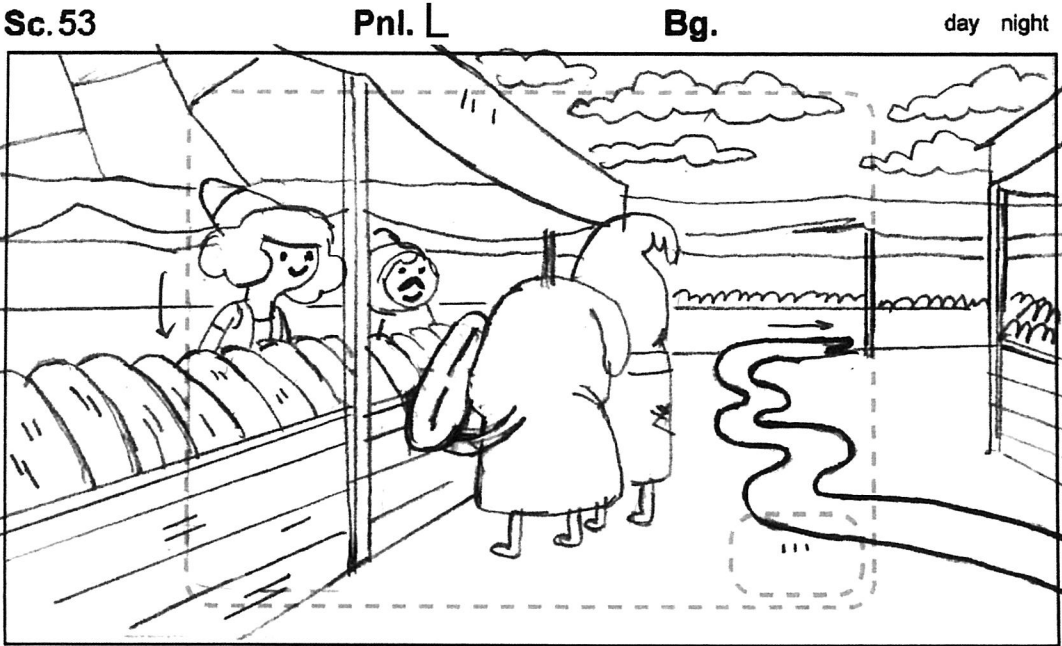
EPISODE # 1034-232

Production :

ADVENTURE TIME



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Dialog:	
Action:	- CRYSTAL WAVE TURNS.
Timing:	

EPISODE # 1034-232

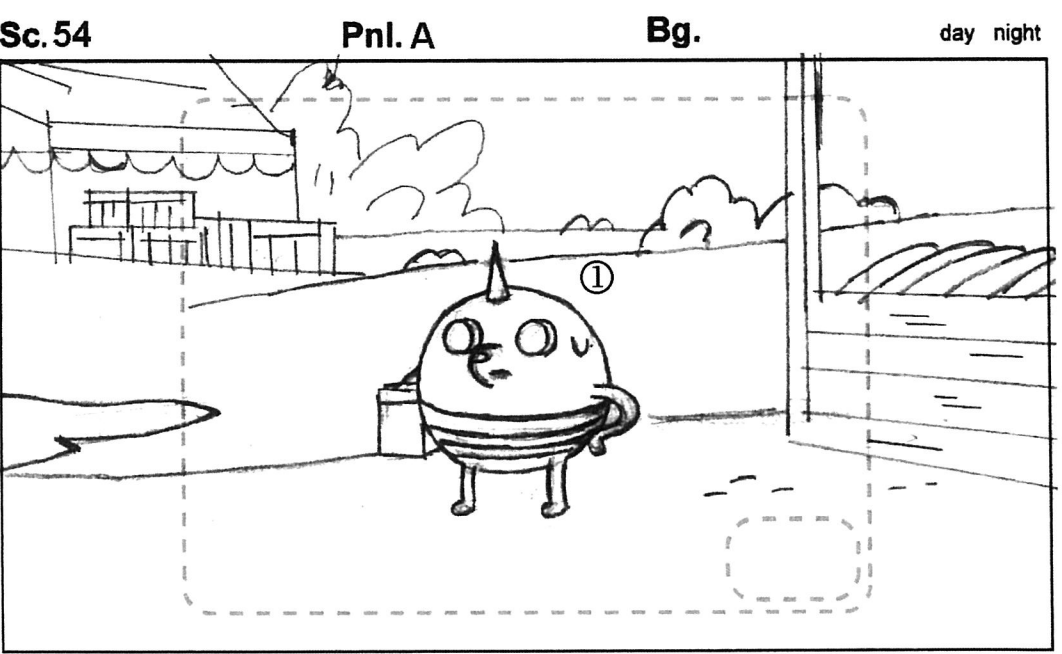
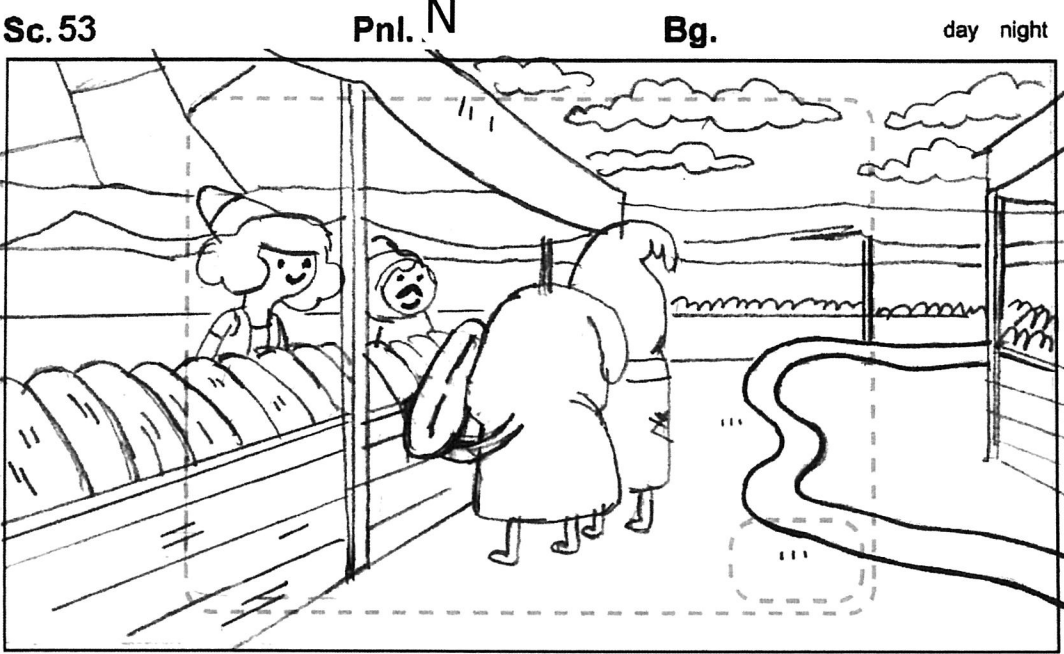
Production :

ADVENTURE TIME



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Dialog:	TV (v.o.): Ugh...
Action:	Crystal wave moves off screen. On TV.
Timing:	

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ADVENTURE TIME



Sc. 54	Pnl. B	Bg.	day night	Sc. 54	Pnl. C	Bg.	day night

Dialog:	<div>TV (V.O.): People here are --</div> <div>SFX: Whispa whispa whispa [crystal wave]</div>	<div>TV (V.O.): -- dumb or something.</div>
Action:	Crystal wave comes in.	
Timing:		

EPISODE # 1034-232

Production :

ADVENTURE TIME



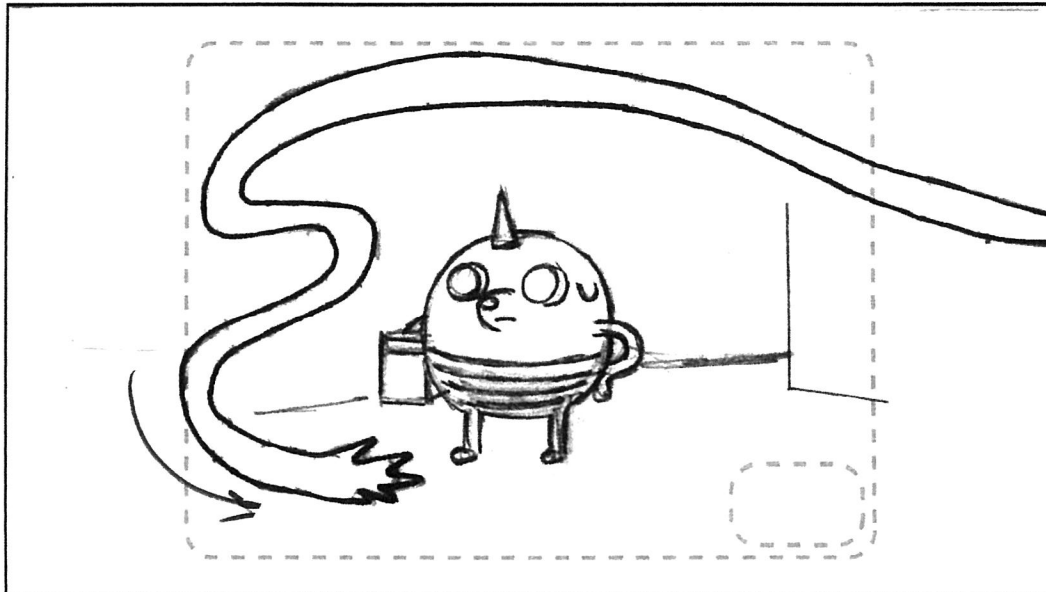
Page 137

Sc. 54

Pnl. D

Bg.

day night

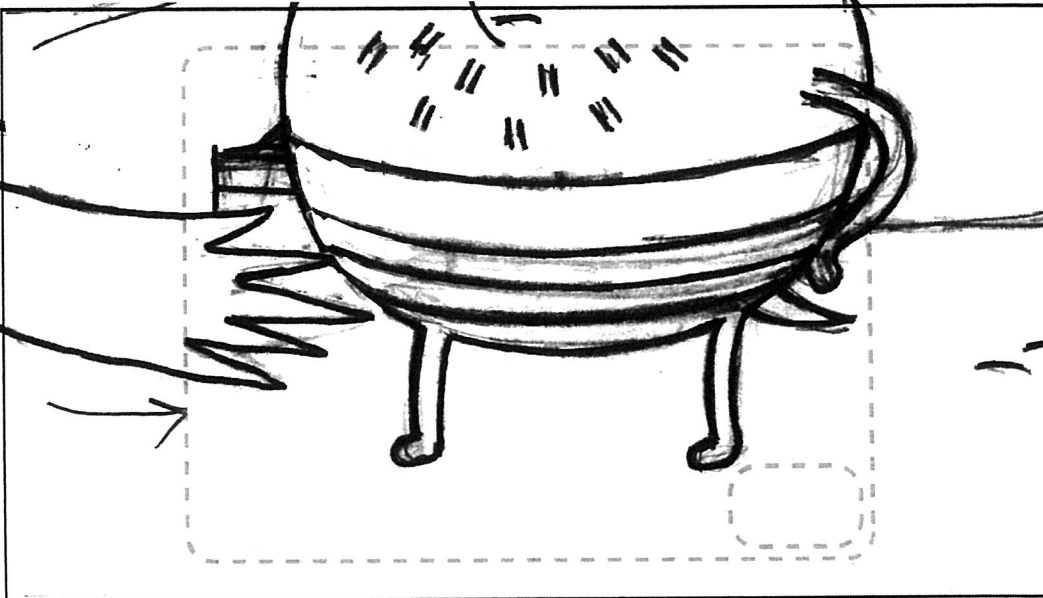


Sc.55

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

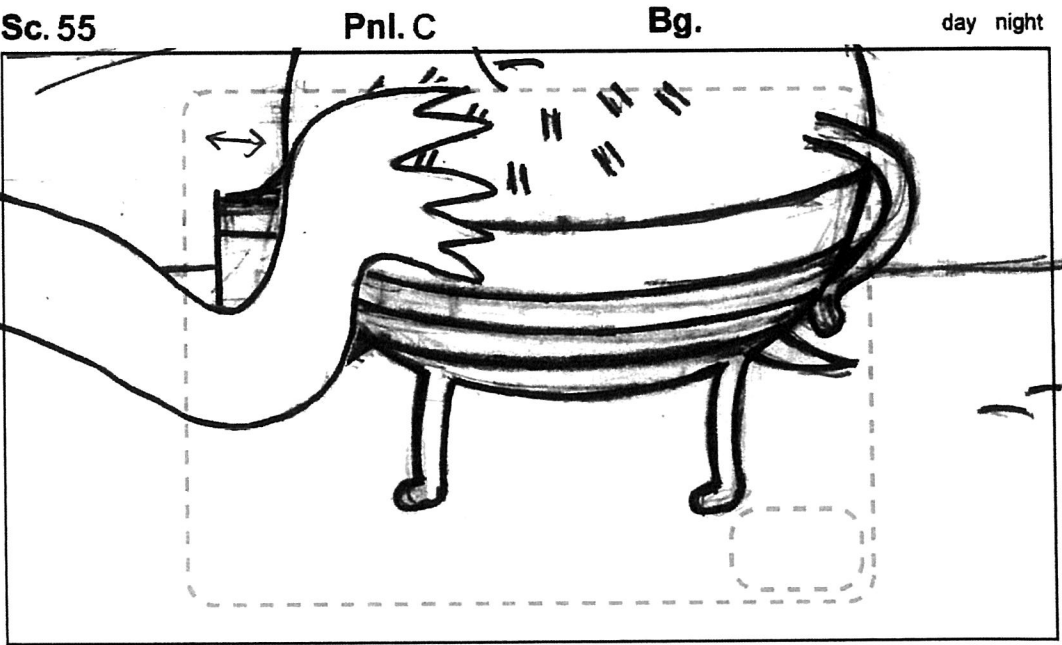
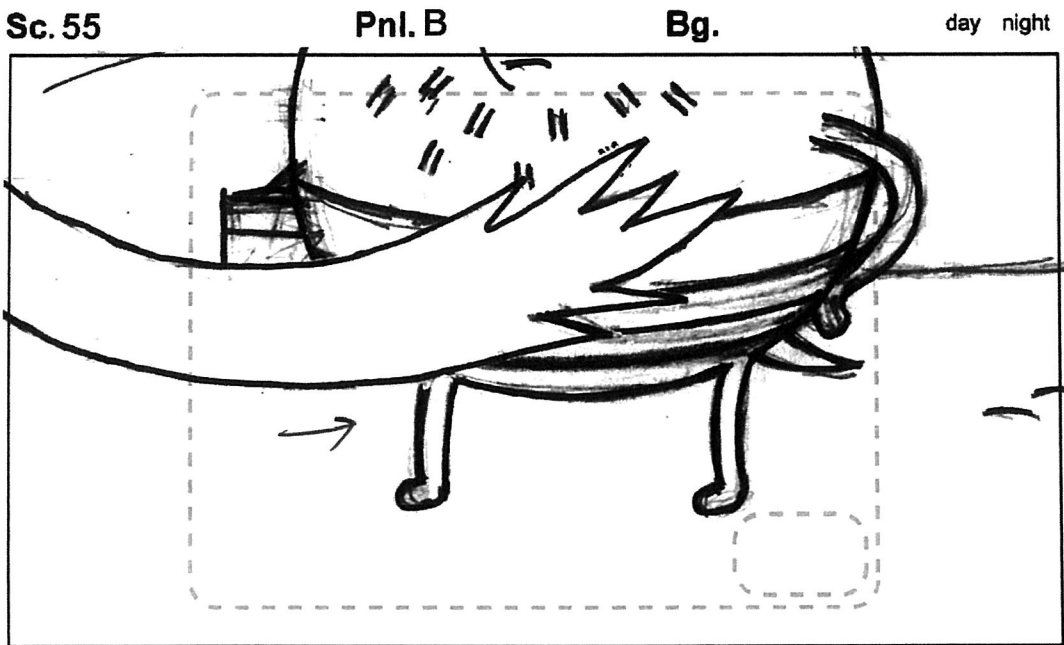
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ADVENTURE TIME



Dialog:	SFX: * PAT *
Action:	- CRISTAL WAVE PATS TV'S STOMACH.
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME

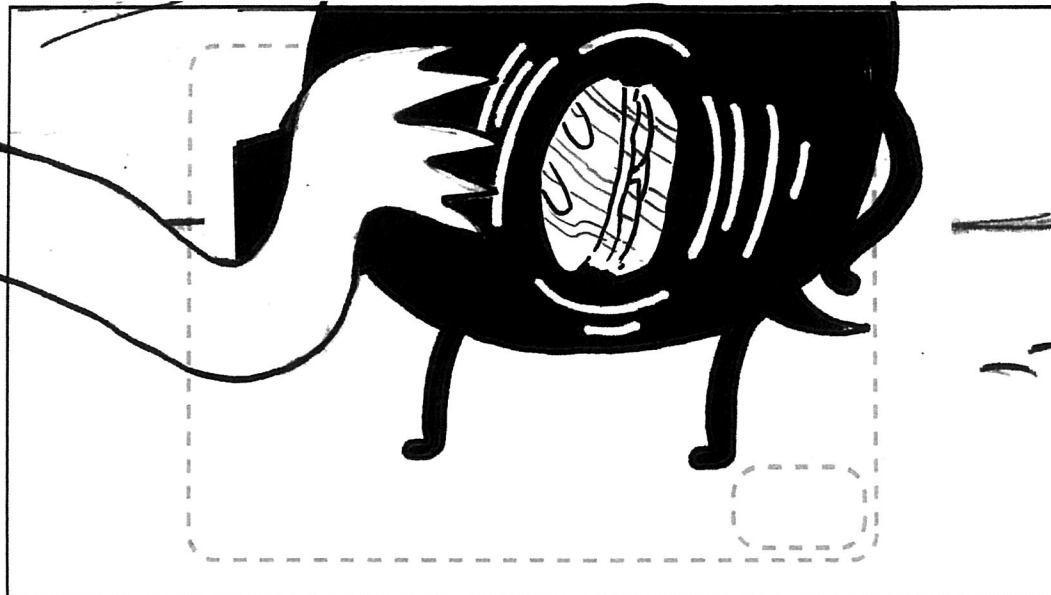


Sc. 55

Pnl. D

Bg.

day night

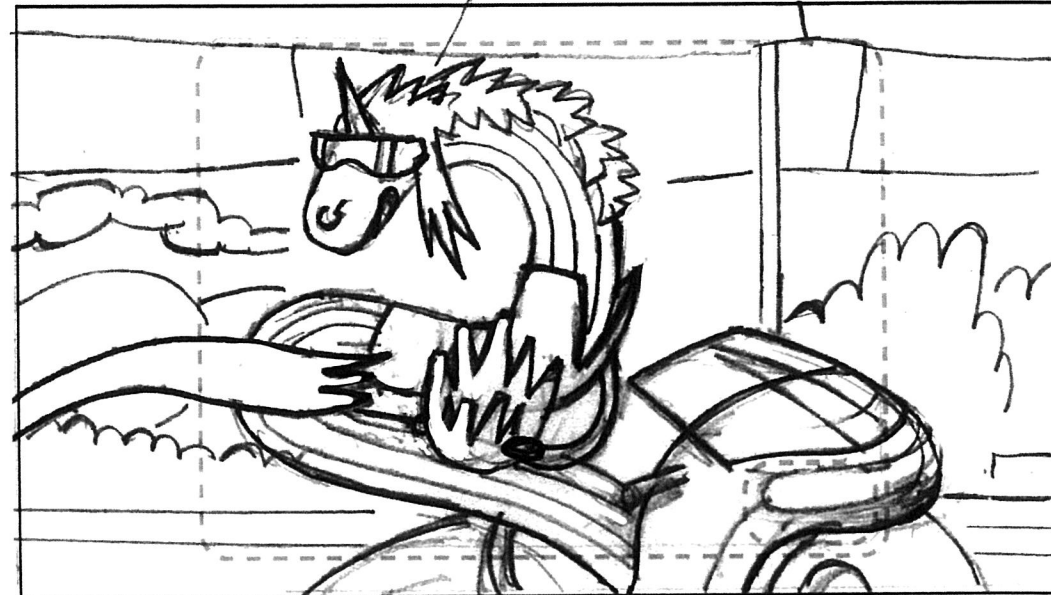


Sc. 56

Pnl. A

Bg.

day night



Dialog:

SFX: * VMMMMM *

LEE: GOTCHA,

Action:

Diss on: X-Ray view of crystal SANDWICH.

Timing:

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Production :

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ADVENTURE TIME

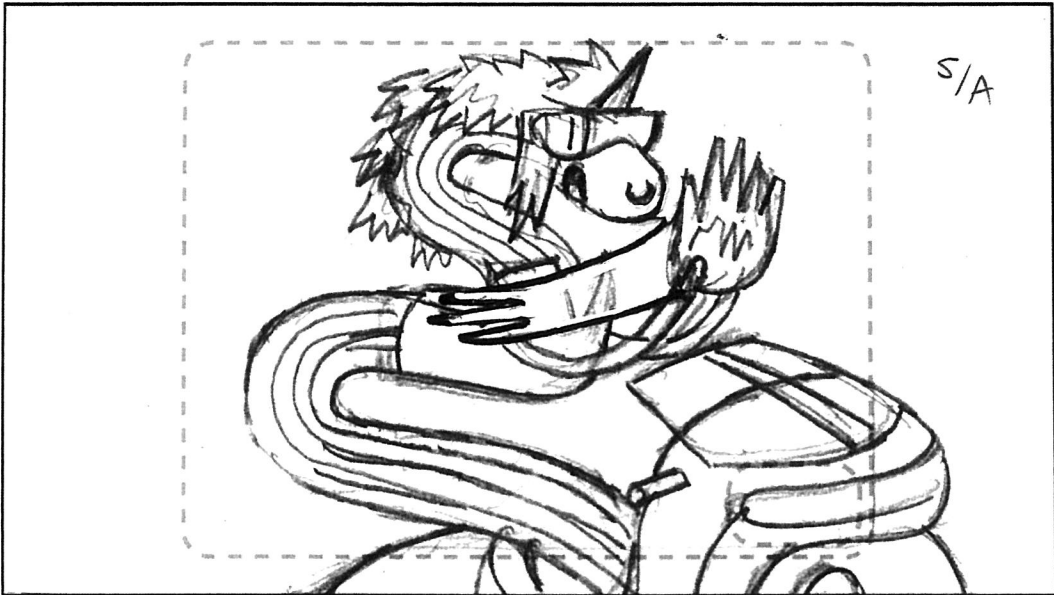


Sc. 56

Pnl. B

Bg.

day night

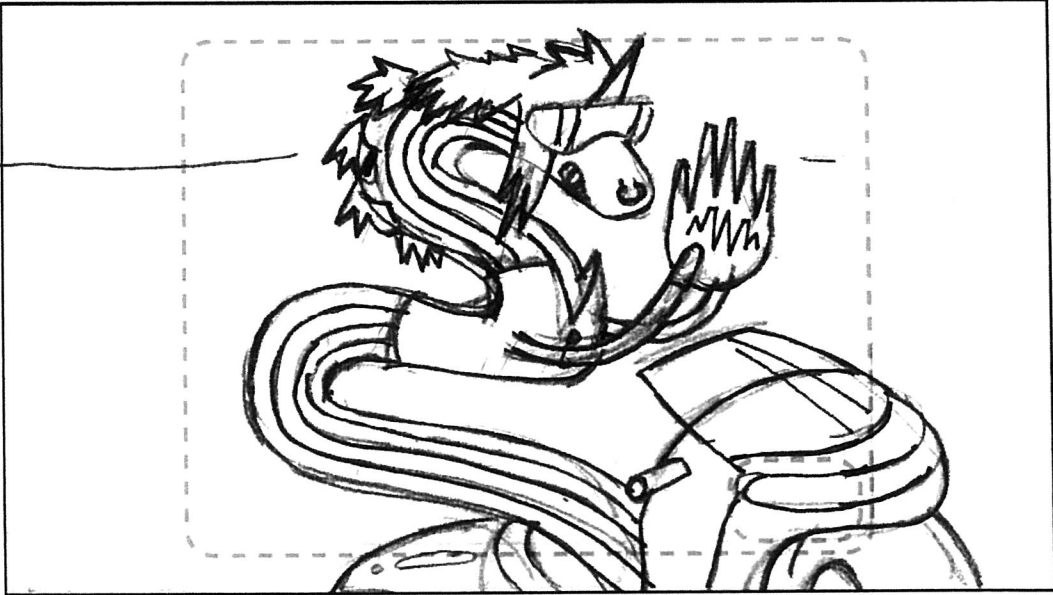


Sc. 56

Pnl. C

Bg.

day night



Dialog:

SFX: * WHAAA *

Lee: Thanks, man!

Action:

The wave of energy goes back into the crystal.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



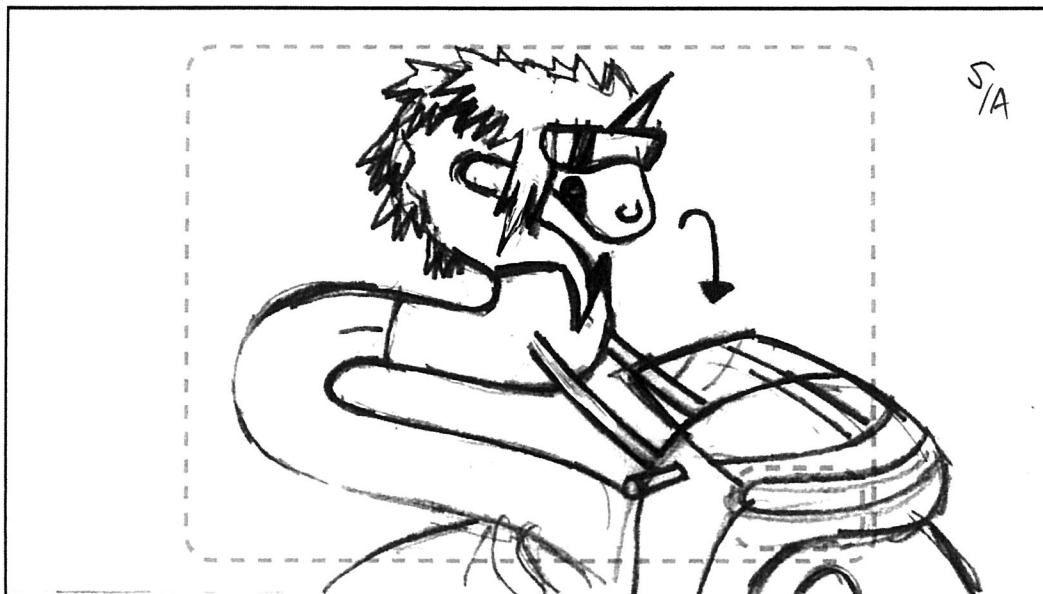
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Sc. 56

Pnl. D

Bg.

day night



Sc. 56

Pnl. E

Bg.

day night



Dialog:

Action:

Lee puts down the crystal.

Timing:

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Production :

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ADVENTURE TIME



Sc. 56

Pnl. F

Bg.

day night

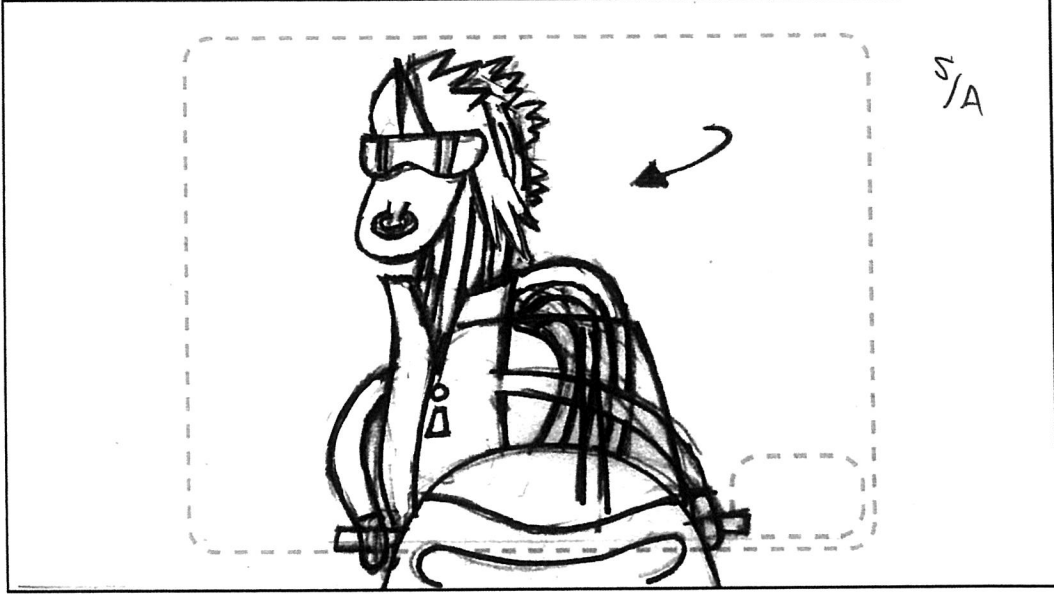


Sc. 56

Pnl. G

Bg.

day night



Dialog:

SFX: Zzzmm! [revving motorbike]

Action:

- LEE TURNS MOTORBIKE

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



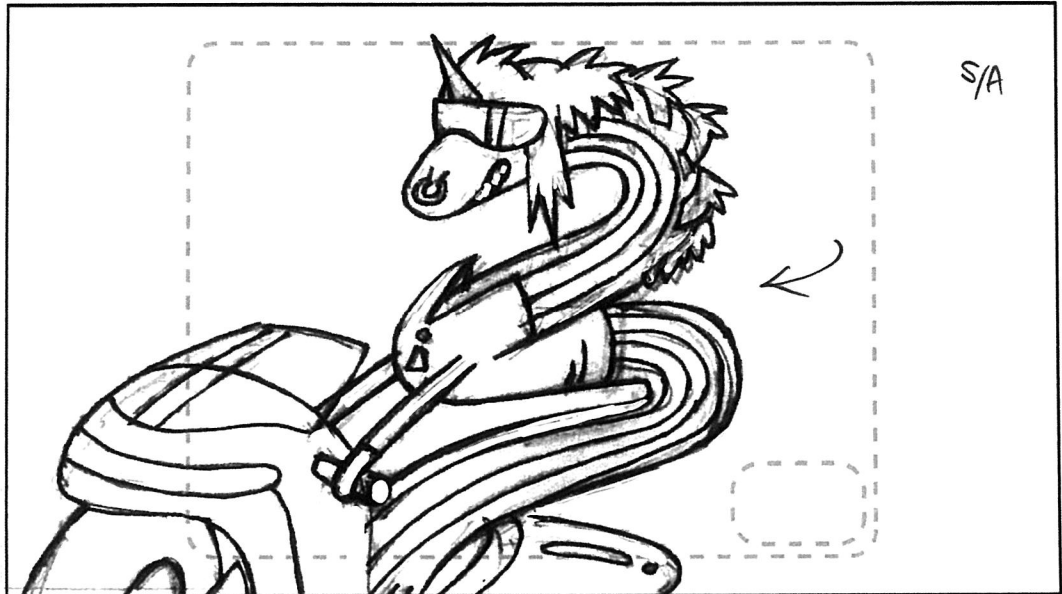
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Sc. 56

Pnl. H

Bg.

day night

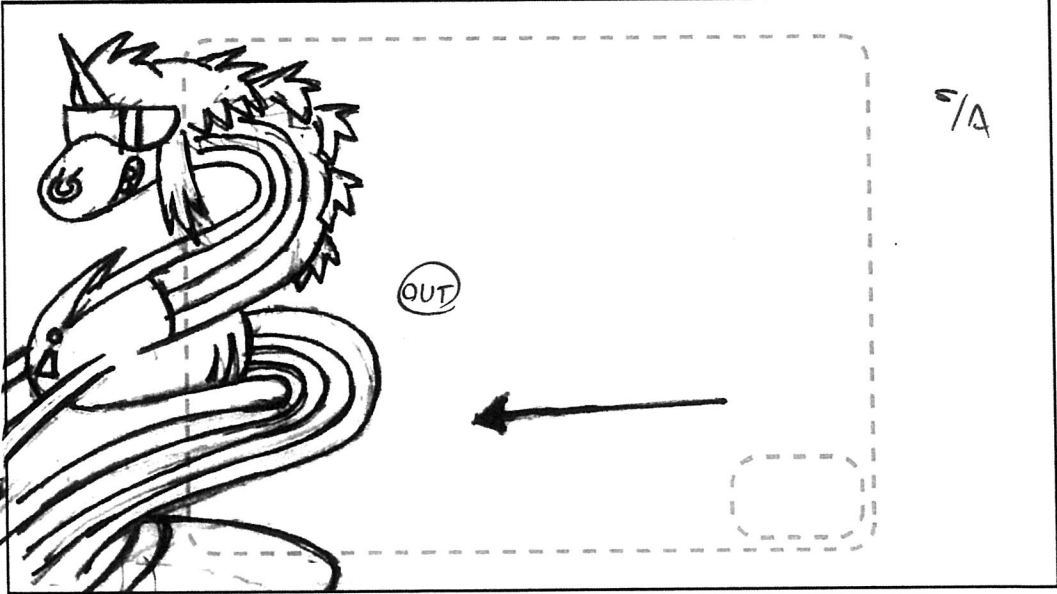


Sc. 56

Pnl. I

Bg.

day night



Dialog:

Action:

— Lee exits scene.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



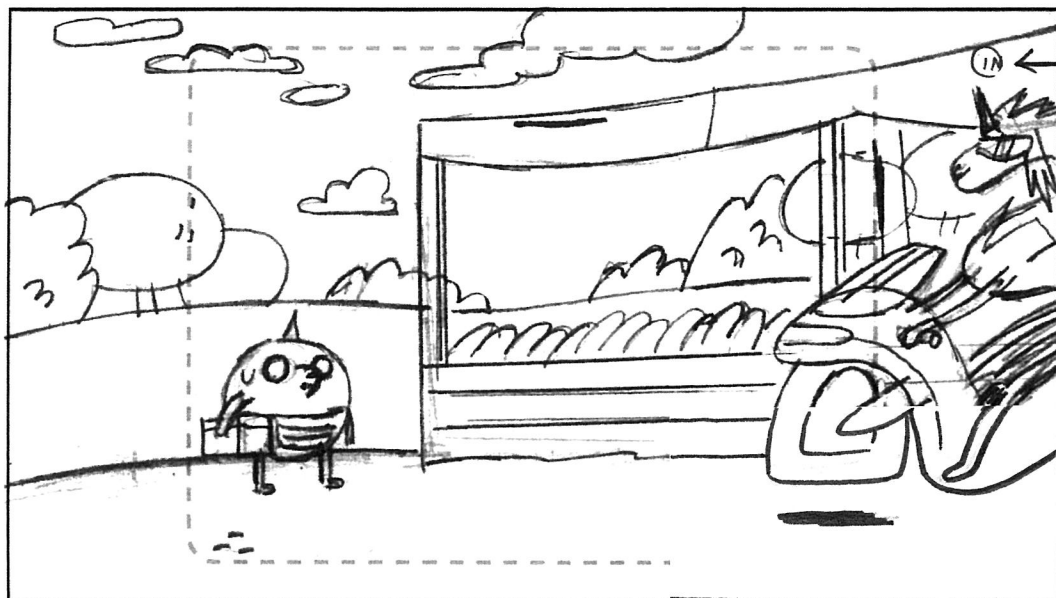
Page 144

Sc. 57

Pnl. A

Bg.

day night

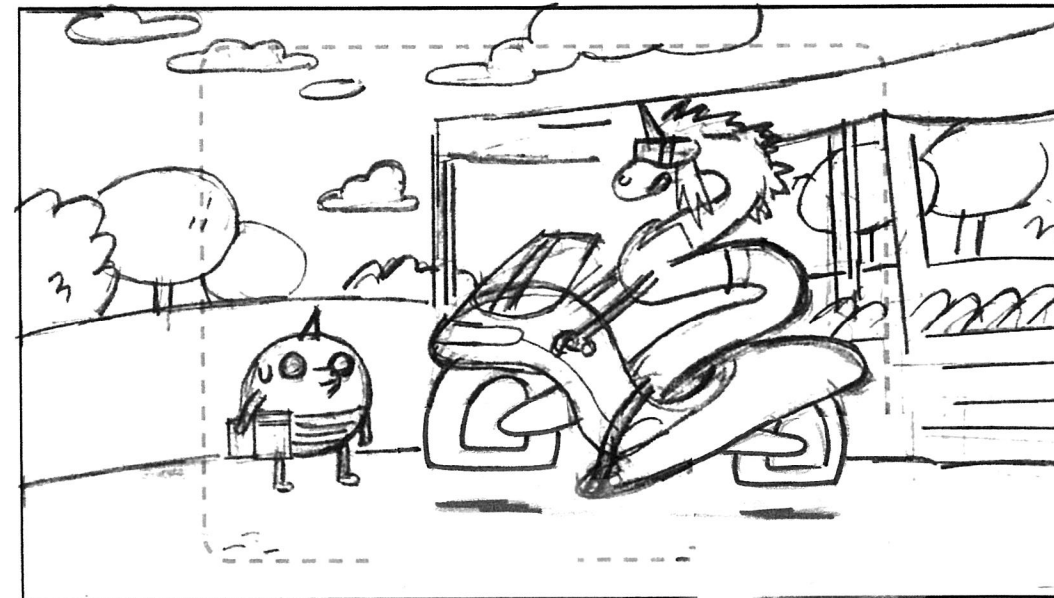


Sc. 57

Pnl. B

Bg.

day night



Dialog:

SFX: Zzzzz [motorbike]

Lee: Hey . . . I'm Lee.

TV: (IMPRESSED)
WHOOOOA . . .

Action:

On TV. Lee enters.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



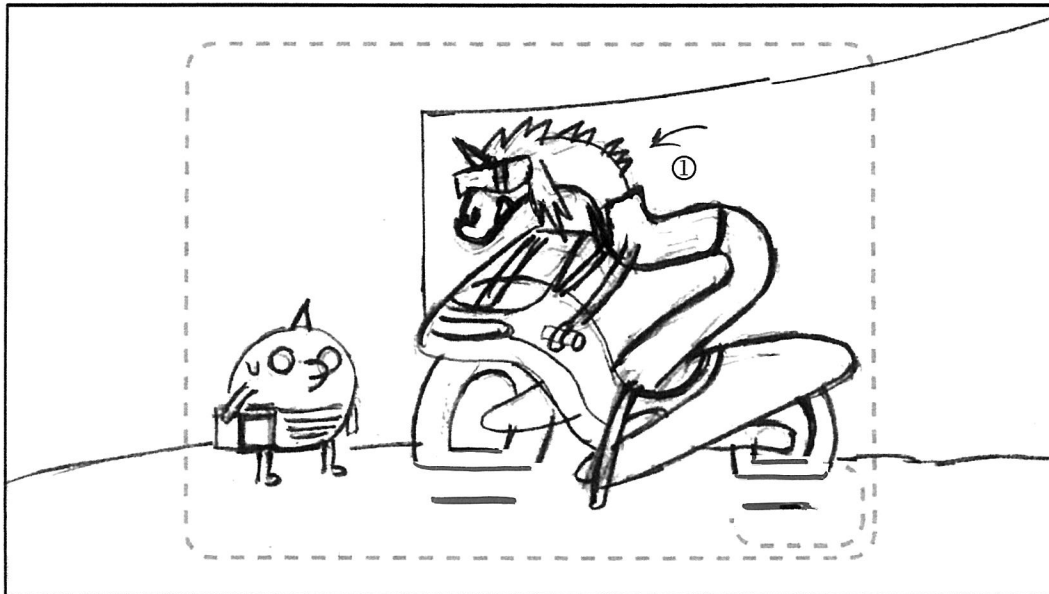
Page 145

Sc. 57

Pnl. C

Bg.

day night

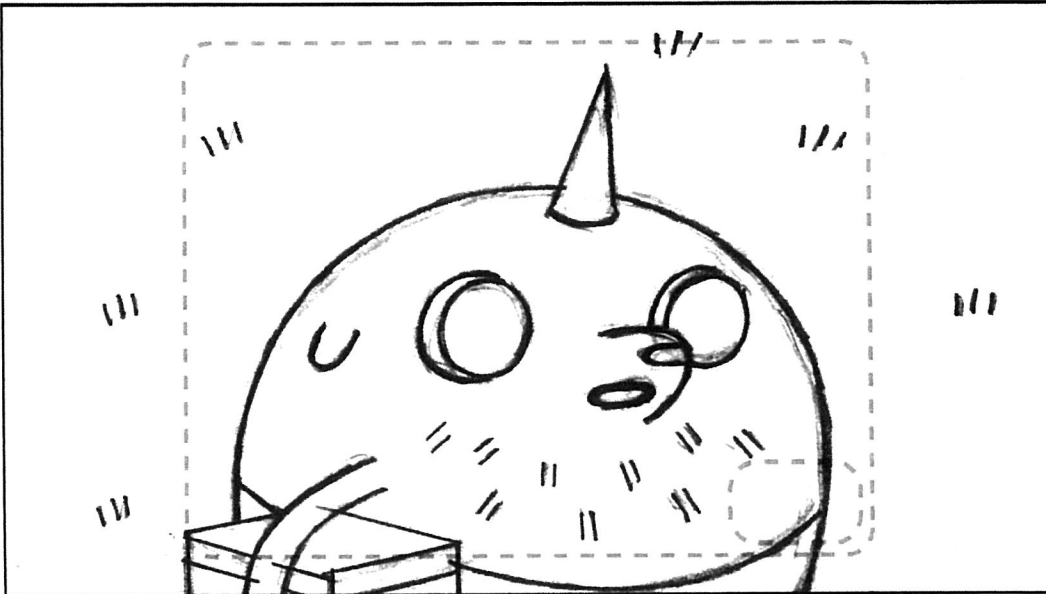


Sc. 58

Pnl. A

Bg.

day night

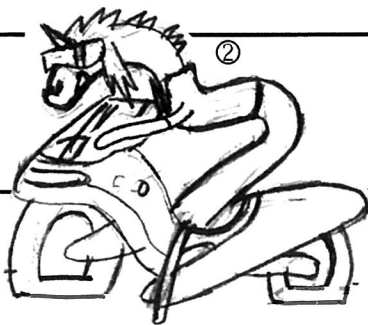


Dialog:

Lee: Nice box.

TV: Give me --

Action:



Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



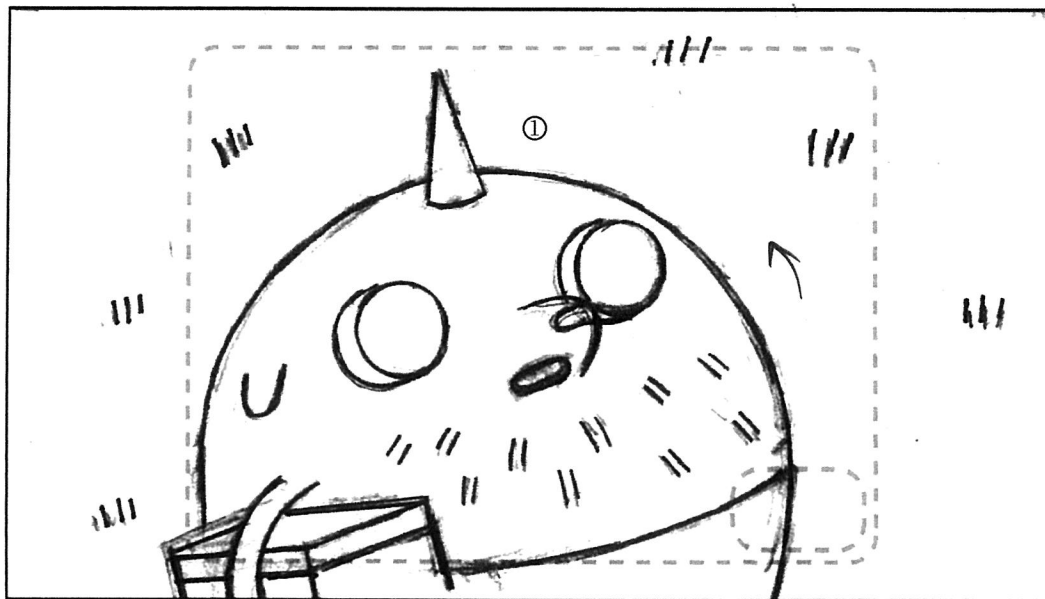
Page 146

Sc. 58

Pnl. B

Bg.

day night



Sc. 59

Pnl. A

Bg.

day night



Dialog:

TV: -- money, Lee. And you can have it.

Lee: I don't believe in currency, man.

Action:

Timing:



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ADVENTURE TIME



Sc. 59

Pnl. B

Bg.

day night

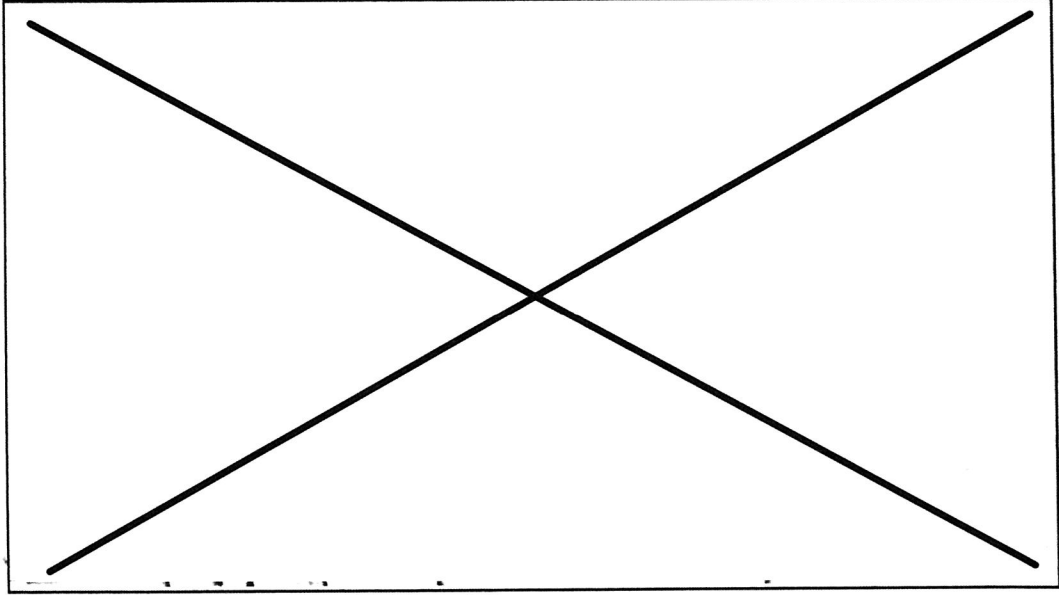


Sc.

Pnl.

Bg.

day night



Dialog:	<p><u>Lee:</u> But I know a place where you could get a lot of money for a box like that.</p>
Action:	
Timing:	

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ADVENTURE TIME

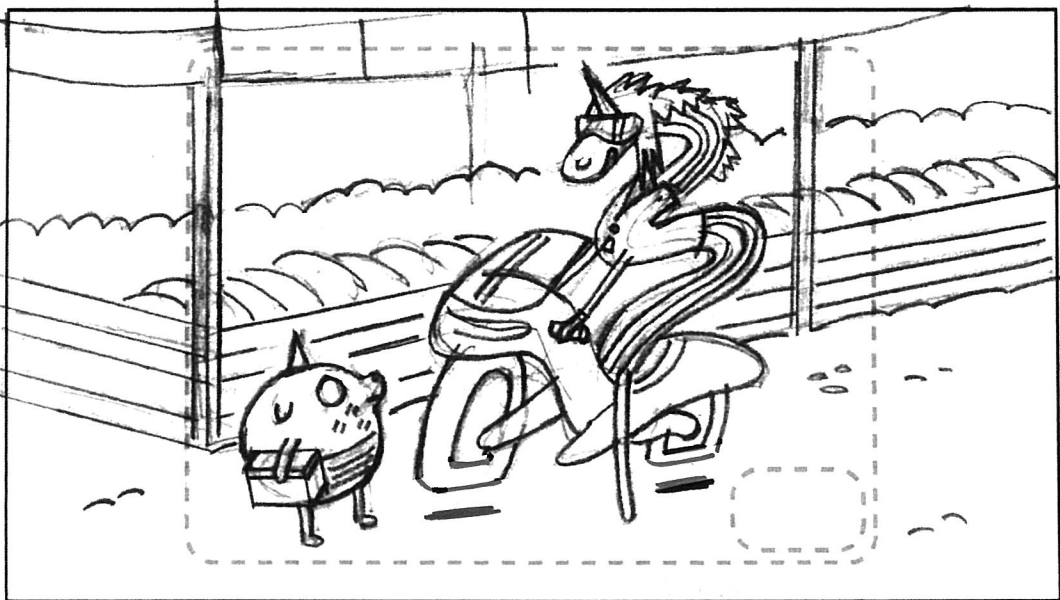


Sc. 61

Pnl. A

Bg.

day night

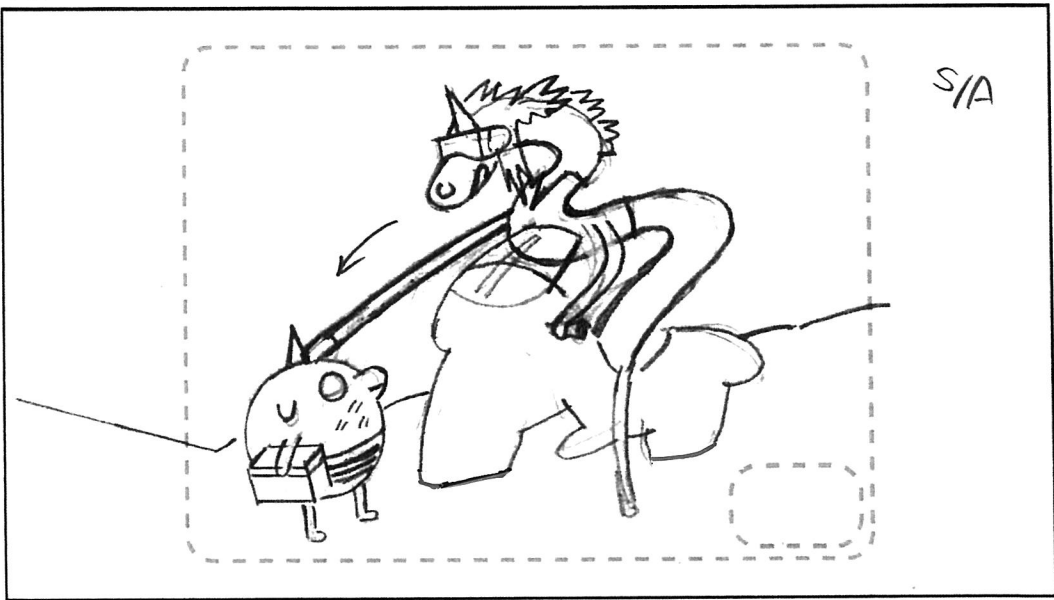


Sc. 61

Pnl. B

Bg.

day night



Dialog:

Lee: Come on, man!

Lee: Get on my cool bike.

Action:

- Lee grabs TV.

Timing:

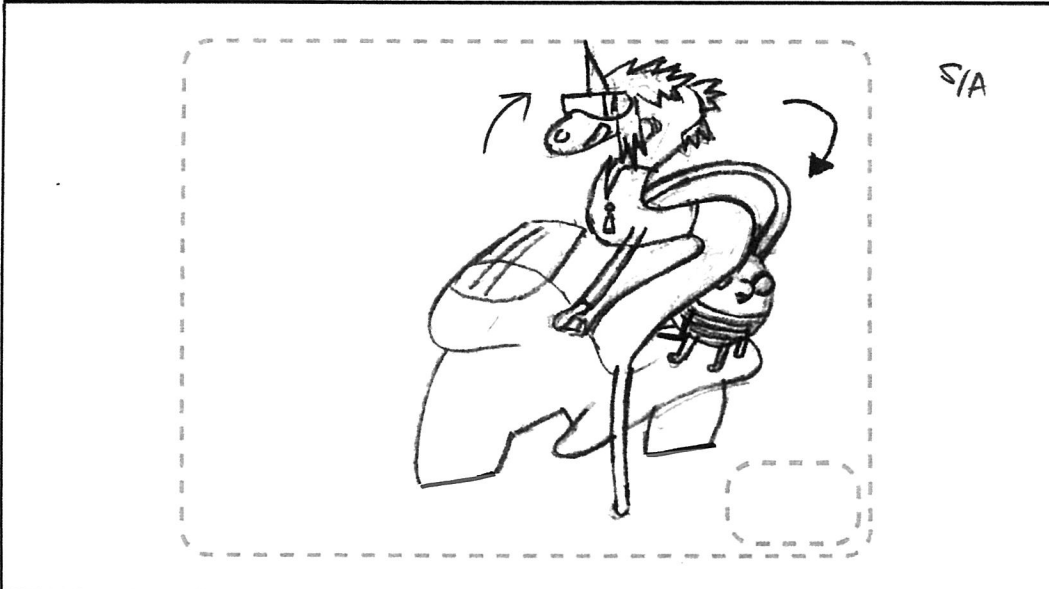
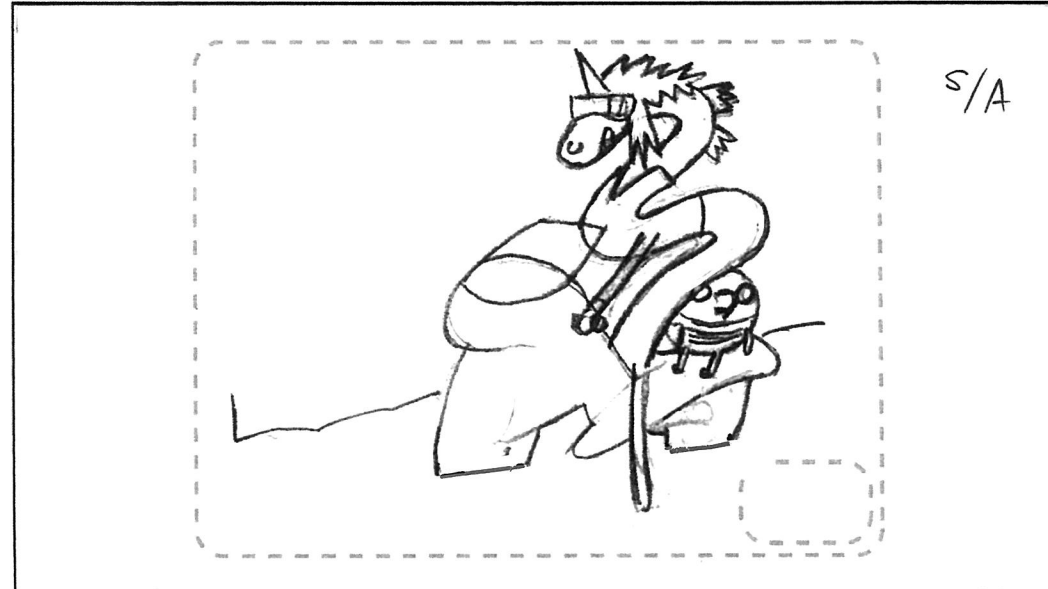
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ADVENTURE TIME



Sc.61	Pnl. C	Bg.	day night	Sc.61	Pnl.D	Bg.	day night
							



Dialog:	<u>TV:</u> UH, B.T.W, I'M T.V.	<u>Lee:</u> My name is Lee.
Action:	Lee puts TV onto the bike.	
Timing:		

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Production :

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ADVENTURE TIME



Sc. 61	Pnl. E	Bg.	day night	Sc. 61	Pnl. F	Bg.	day night
							

Dialog:	<p><u>Lee</u>: In case you want to add me to your contacts list.</p>
Action:	
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME

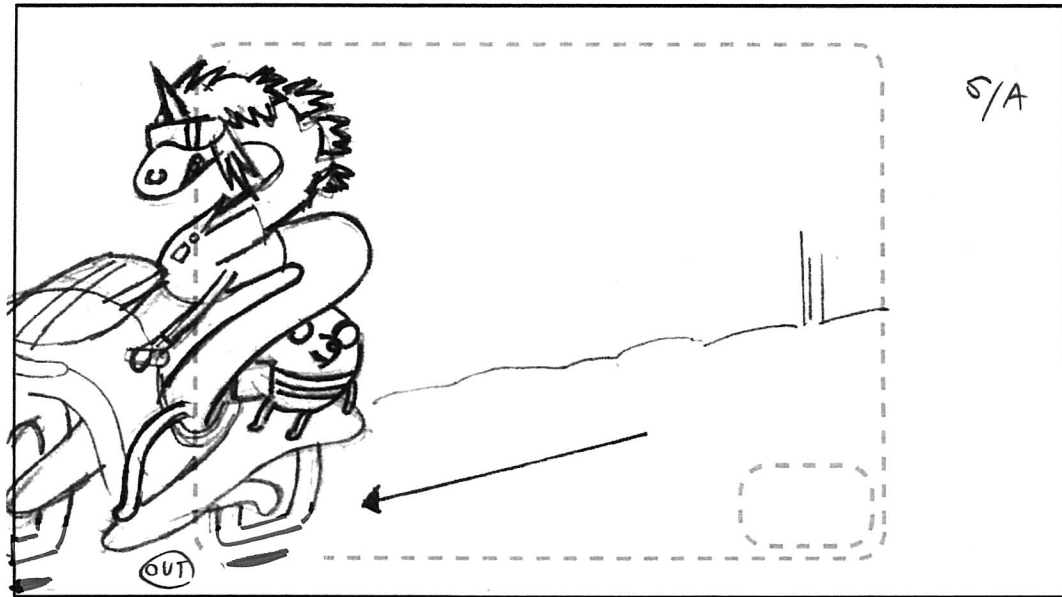


Sc. 61

Pnl. G

Bg.

day night

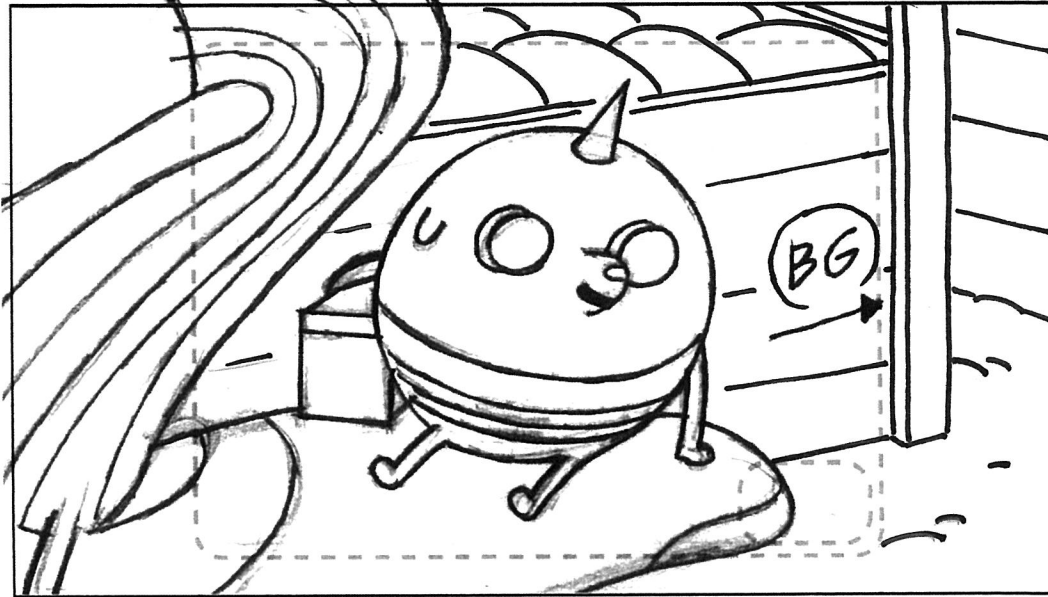


Sc. 62

Pnl. A

Bg.

day night



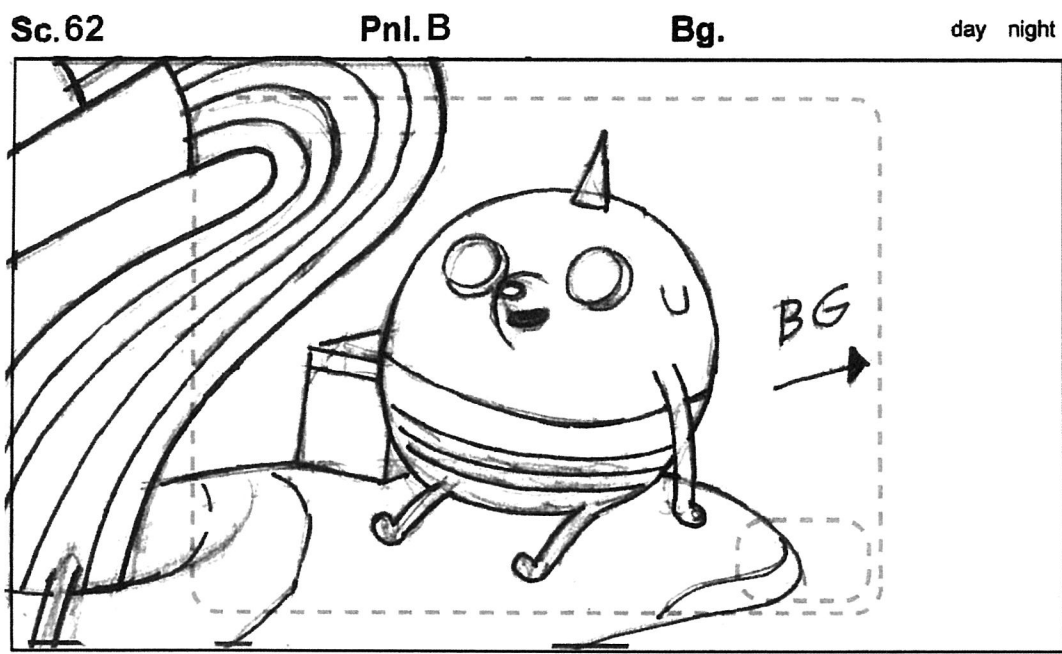
Dialog:	<u>SFX:</u> Zzzzz [motorbike]
Action:	-LEE DRIVES OFF/S.
Timing:	

EPISODE # 1034-232

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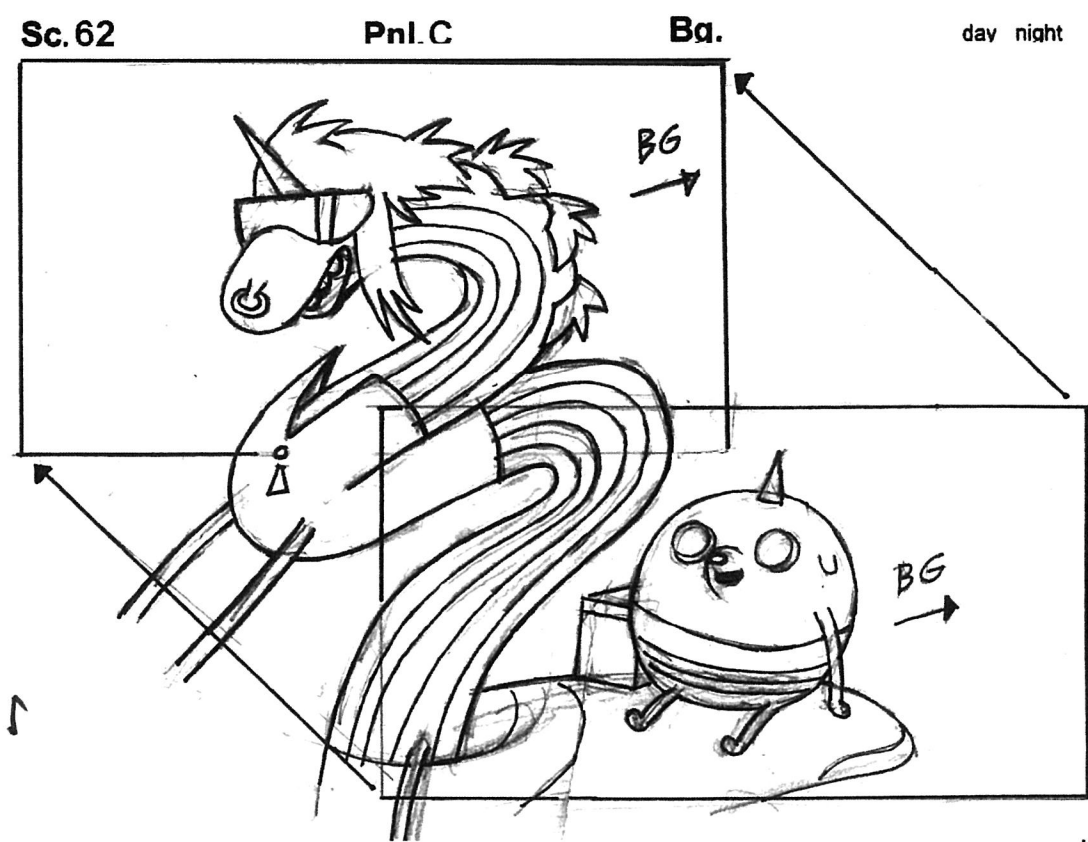
ADVENTURE TIME



Dialog: TV (singing): I've got a new best friend . . .

Action:

Timing:



-PAN UP TO LEE .

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ADVENTURE TIME



Sc. 62	Pnl. D	Bg.	day night	Sc. 63	Pnl. A	Bg.	day night

Dialog:	<u>Lee</u> : ♪ ". . . named Lee." ♪	<u>SFX</u> : Zzzzz [motorbike]
		<u>LR</u> : Lee!?
Action:	- LEE FINISHES LINE.	Motorbikes enters scene. LR enters from over the hill.
Timing:		

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc.63 Pnl. B Bg. day night

Dialog:	TV: (CALM) HEY MOM , , ,
Action:	Lee swerves bike to avoid LR.
Timing:	

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Production :

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ADVENTURE TIME

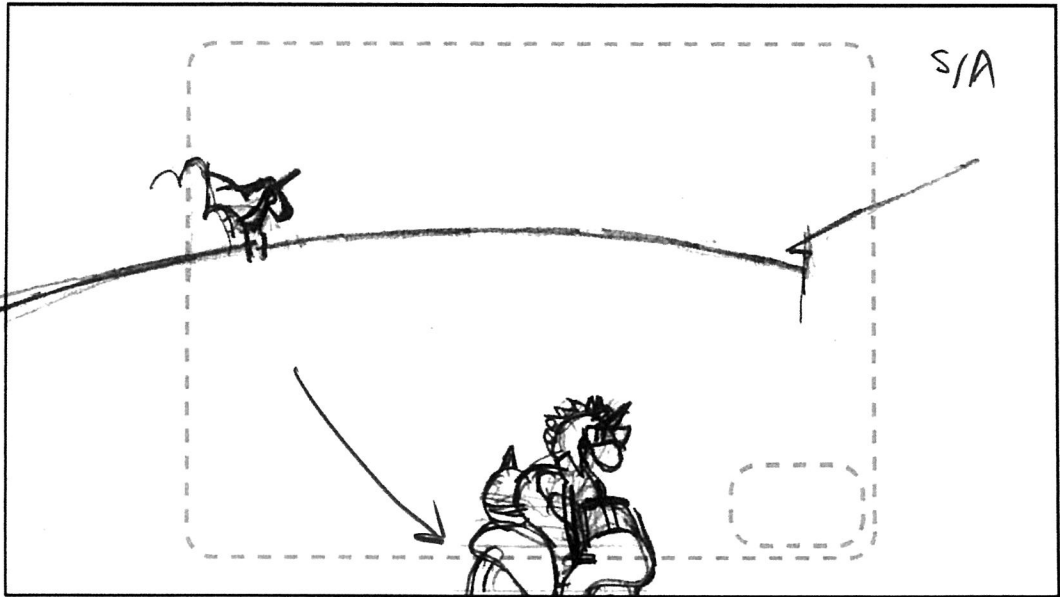


Sc. 63

Pnl. C

Bg.

day night

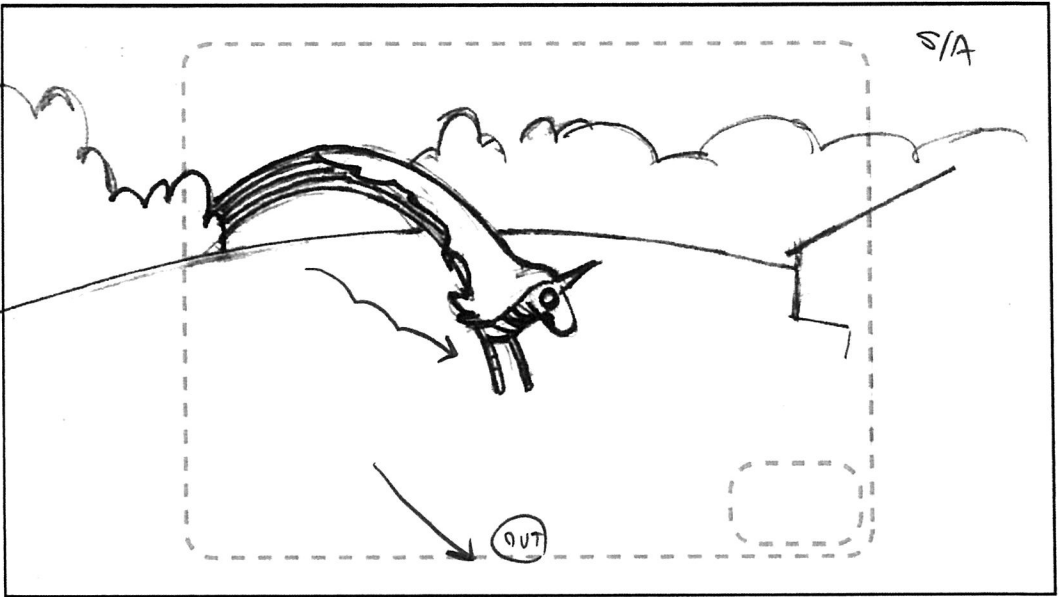


Sc. 63

Pnl. D

Bg.

day night



Dialog:

LR: Lee!?

Action:

- LEE SPEEDS OFF/S.

Timing:

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ADVENTURE TIME



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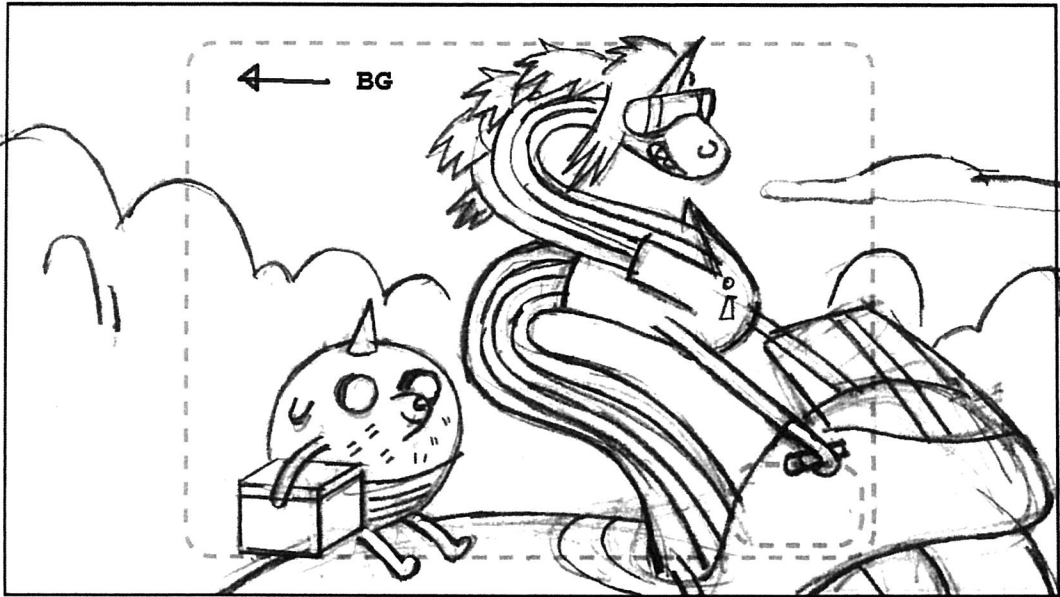
Page 156

Sc. 64

Pnl. A

Bg.

day night

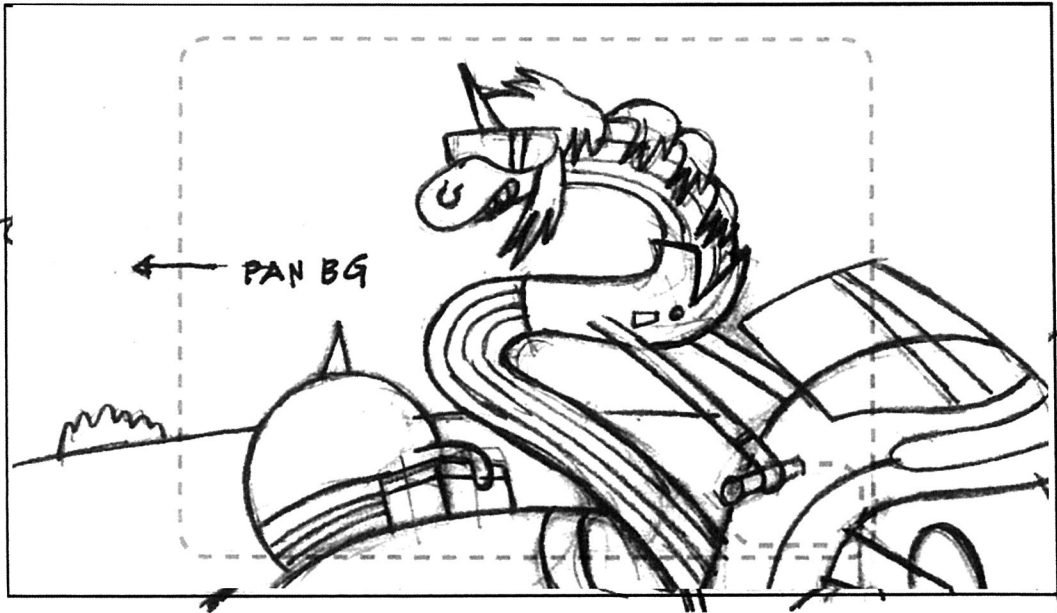


Sc. 64

Pnl. B

Bg.

day night



Dialog:

SFX: Zzzzz [motorbike]

Lee (V.O.): Hey, baby.

Action:

- LEE LOOKS BACK.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



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Sc. .	Pnl. .	Bg.	day night

Sc. 67	Pnl. A	Bg.	day night

Dialog:	<u>LR (V.O.):</u> Also that's my son TV!
Action:	
Timing:	

EPISODE # 1034-232

Production :

No Sc 68

ADVENTURE TIME



Prev Pg 158

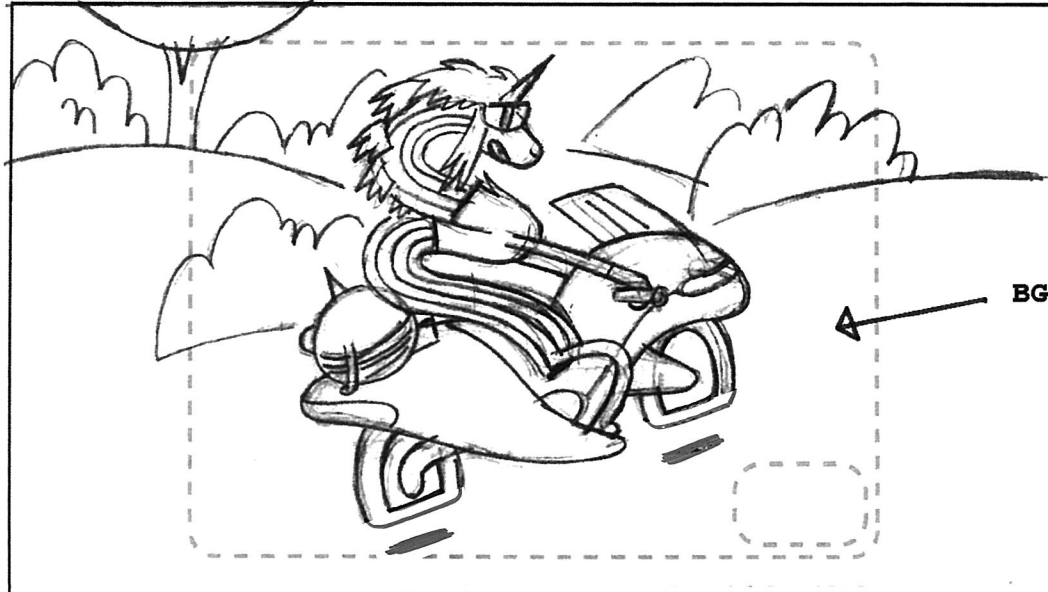
Page 160

Sc. 69

Pnl. A

Bg.

day night

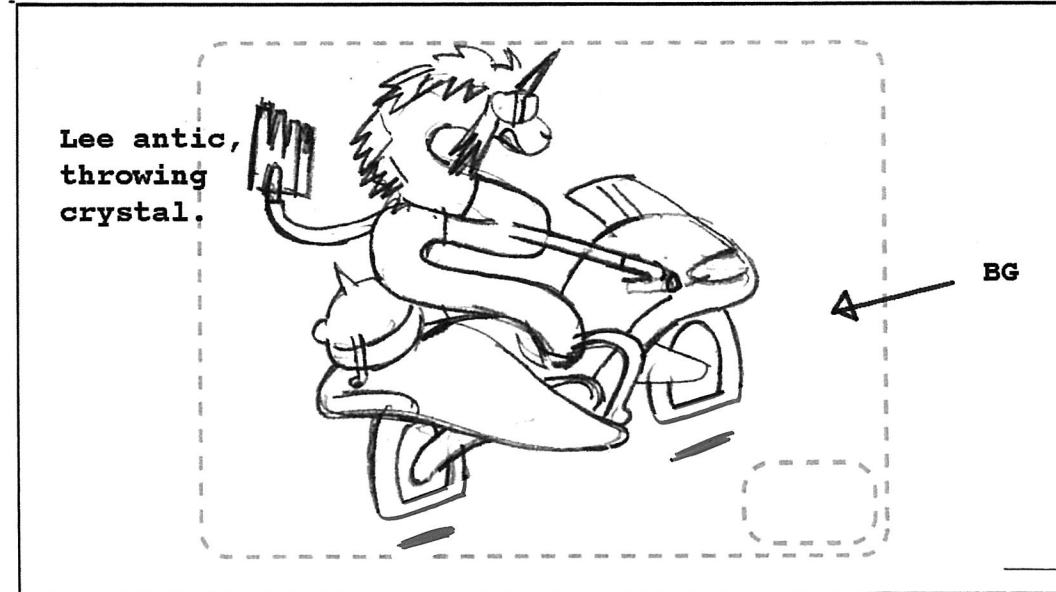


Sc. 69

Pnl. B

Bg.

day night

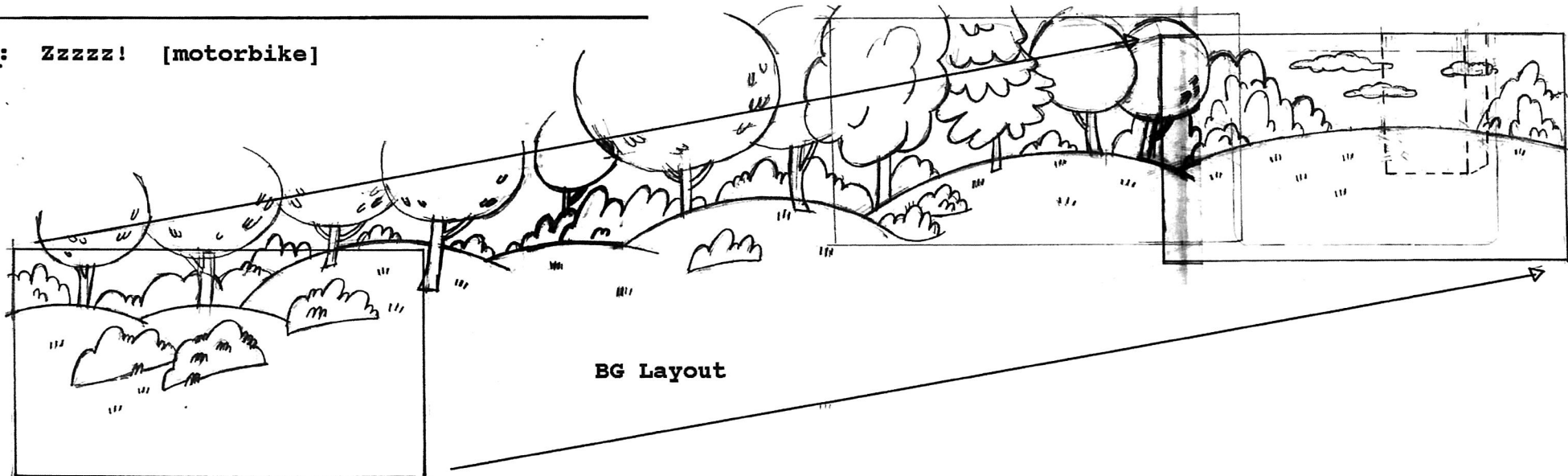


Dialog:

SFX: Zzzzz! [motorbike]

Action:

Timing:



EPISODE # 1034-232

Production :

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ADVENTURE TIME



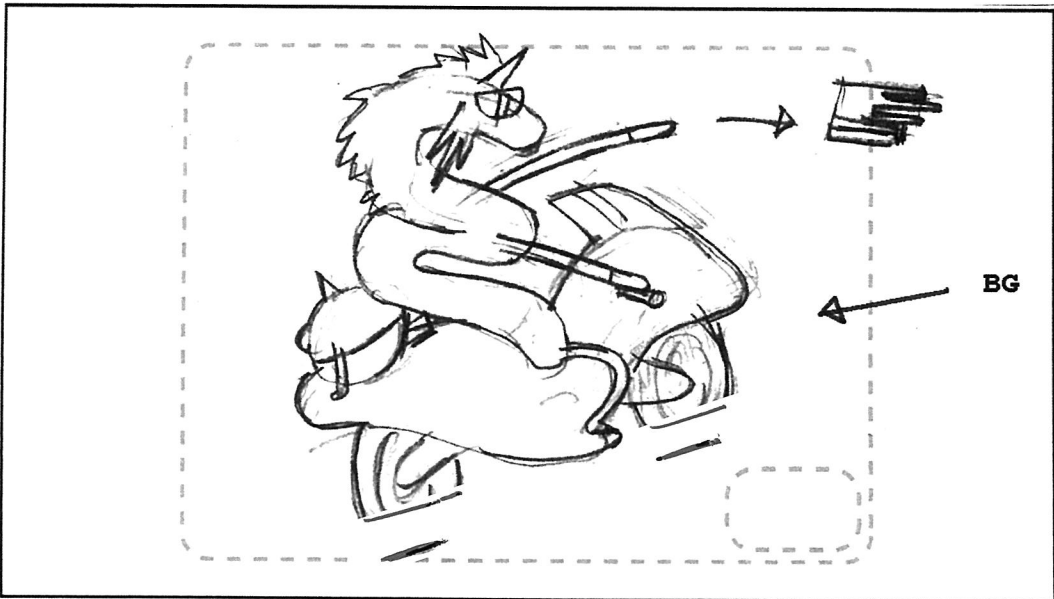
Page 161

Sc. 69

Pnl. C

Bg.

day night



Sc. 69

Pnl. D

Bg.

day night



Dialog:

Action:

Lee throws crystal.

Pan with the crystal.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

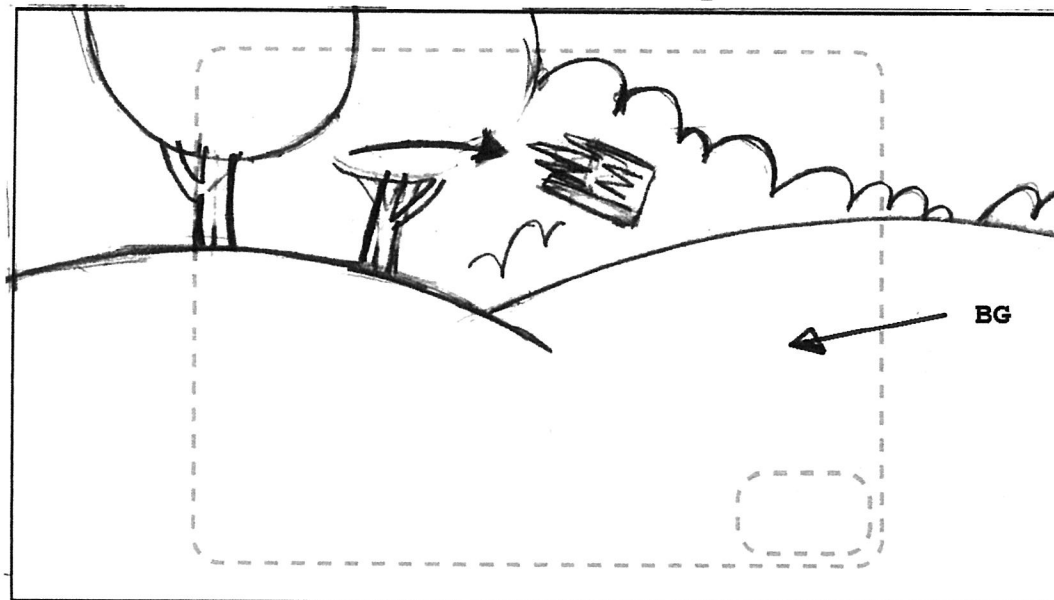


Sc. 69

Pnl. E

Bg.

day night

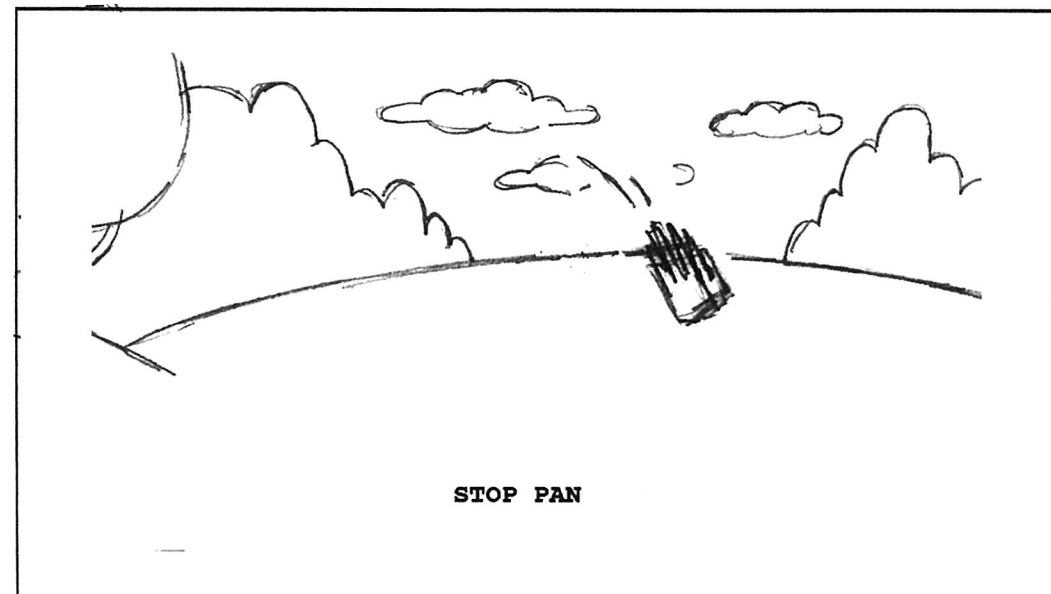


Sc. 69

Pnl. F

Bg.

day night



Dialog:

Action:

Stop pan, as the crystal hits the ground.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



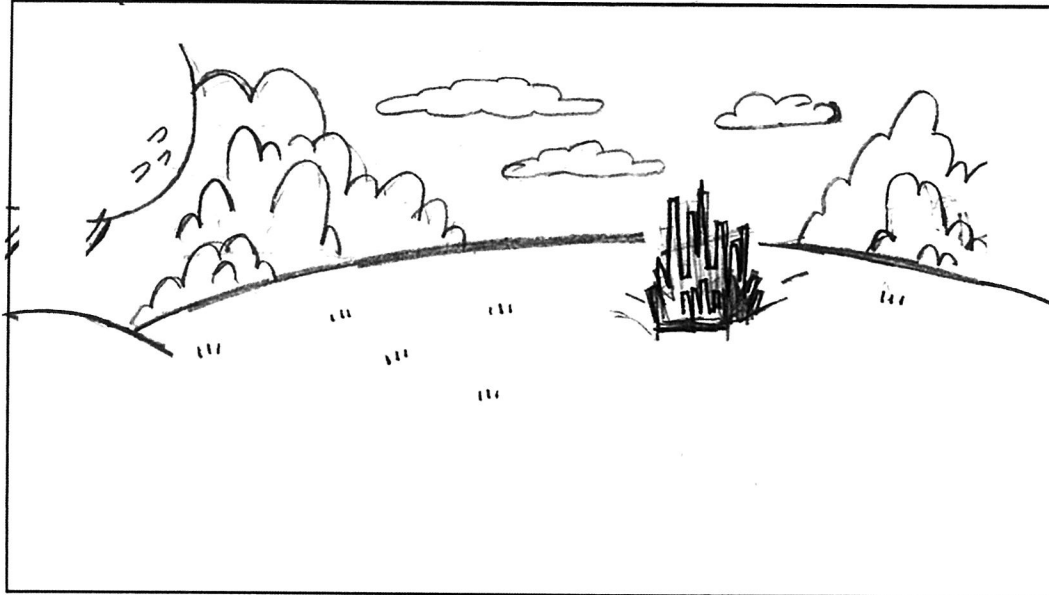
Page 163

Sc. 69

Pnl. G

Bg.

day night

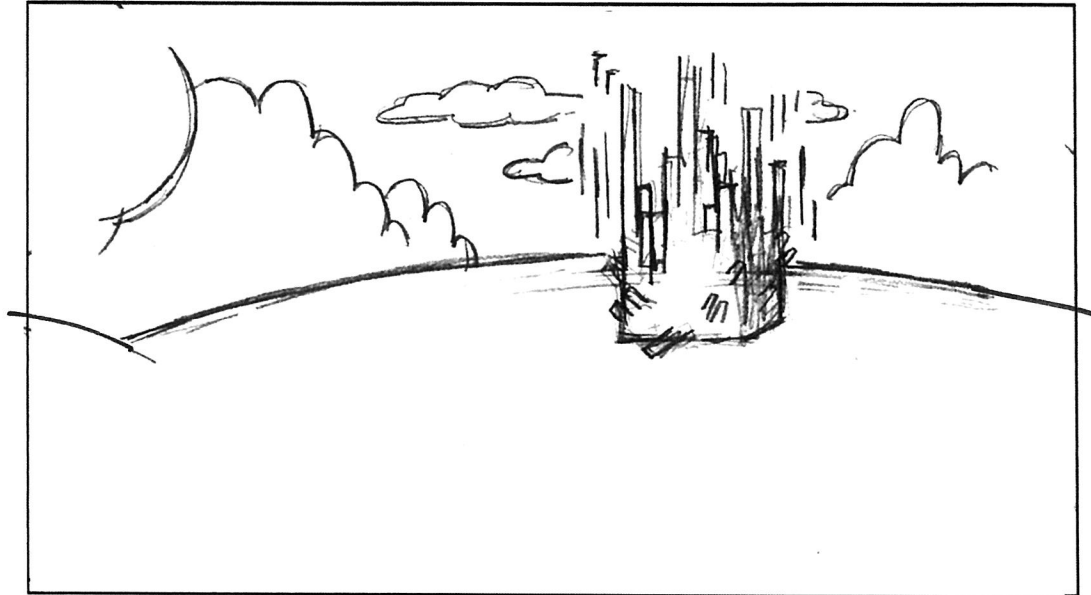


Sc. 69

Pnl. H

Bg.

day night



Dialog:

Sfx: * SHOOOM!! *

Action:

After the crystal hits the ground,
the crystal grows in size.

The crystal quickly becomes very big.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



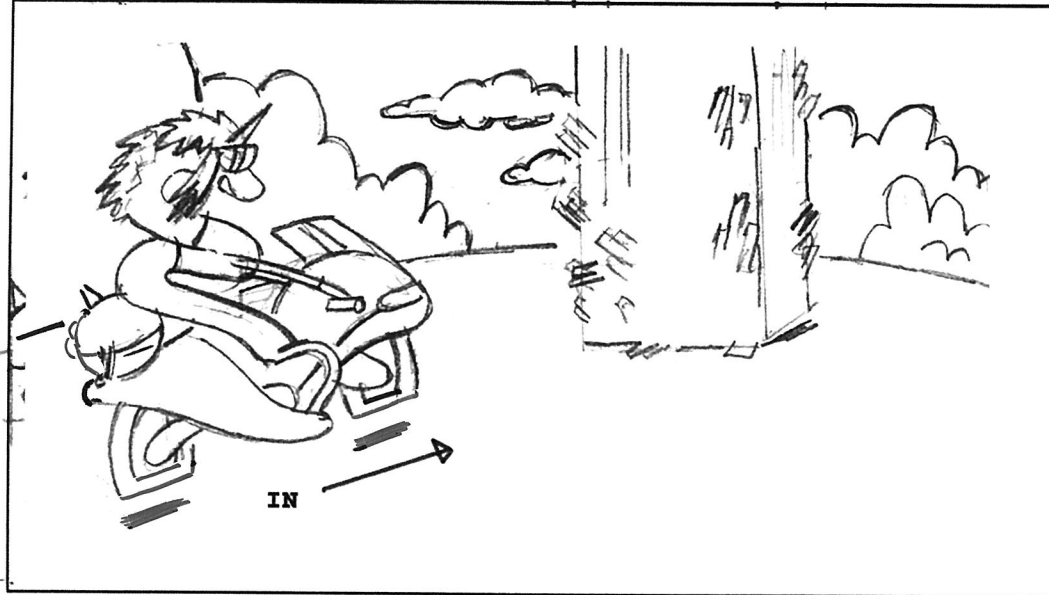
Page **164**

Sc. 69

Pnl. I

Bg.

day night

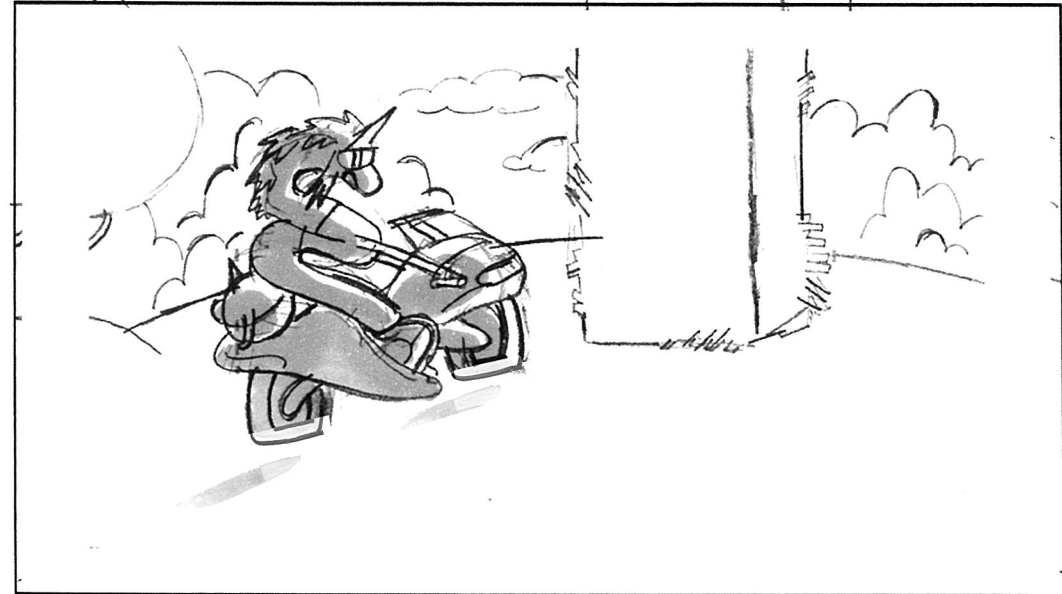


Sc. 69

Pnl. J

Bg.

day night



Dialog:

Action:

Motorbike enters scene.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



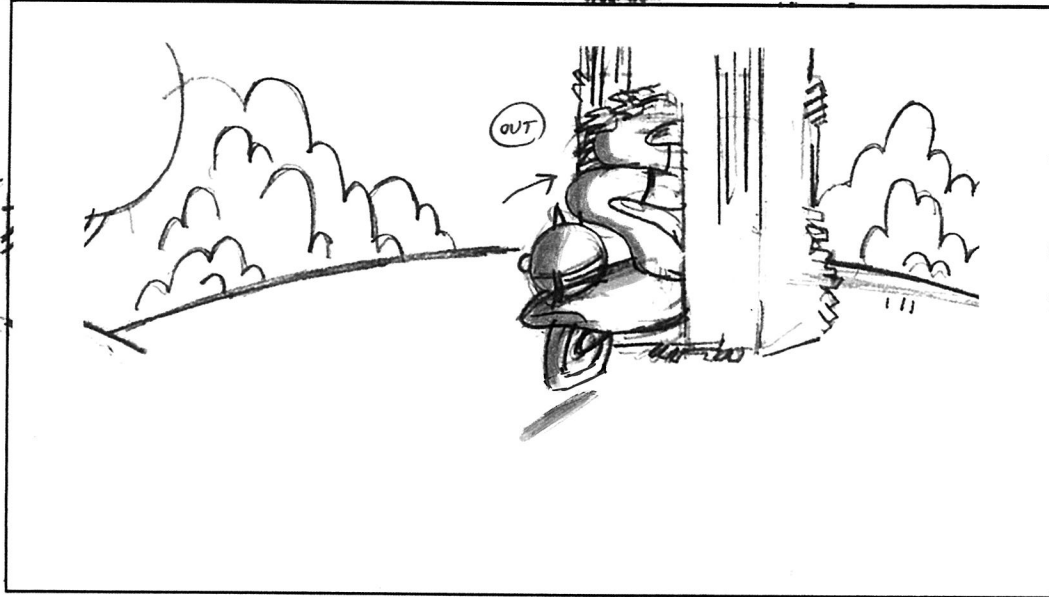
Page 165

Sc.69

Pnl. K

Bg.

day night



Sc.69

Pnl. L

Bg.

day night



Dialog:

SFX: * BWOOM,/*

Action:

— Motorbike goes into the crystal.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



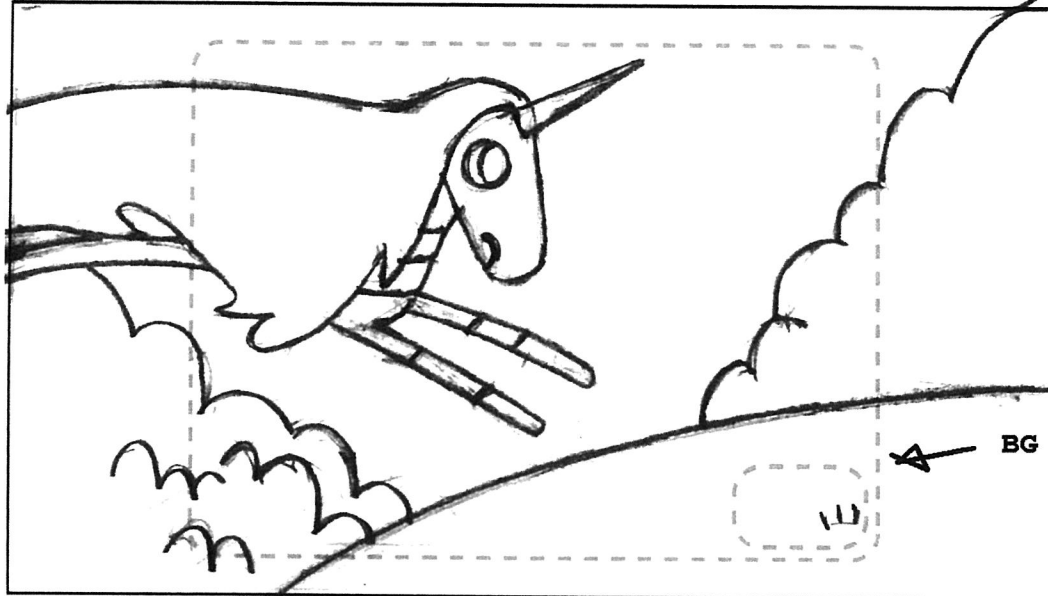
Page 166

Sc. 70

Pnl. A

Bg.

day night

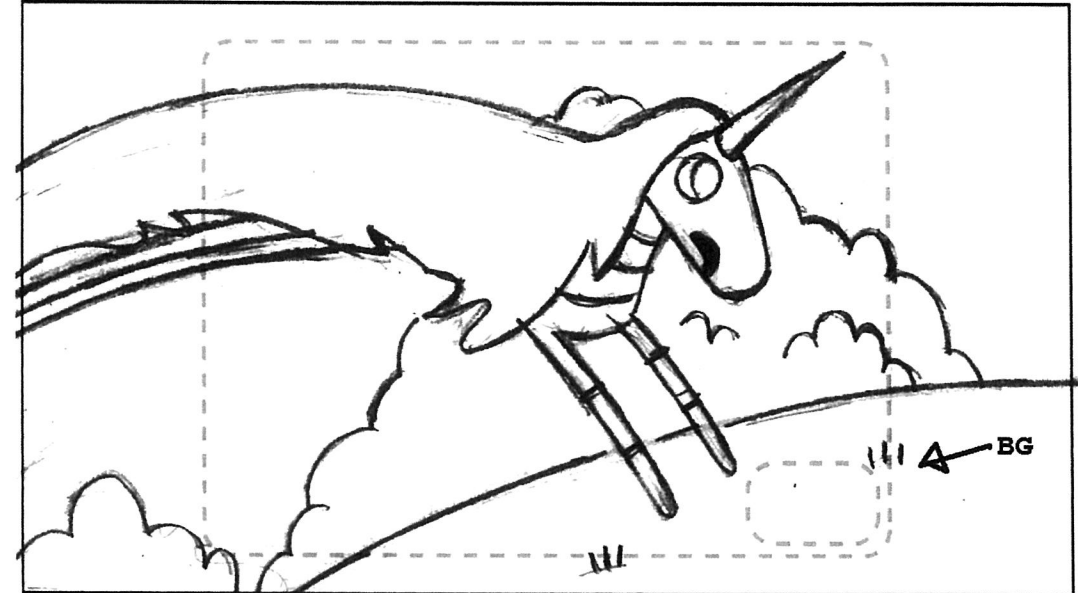


Sc. 70

Pnl. B

Bg.

day night



Dialog:

LR: TV!!

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

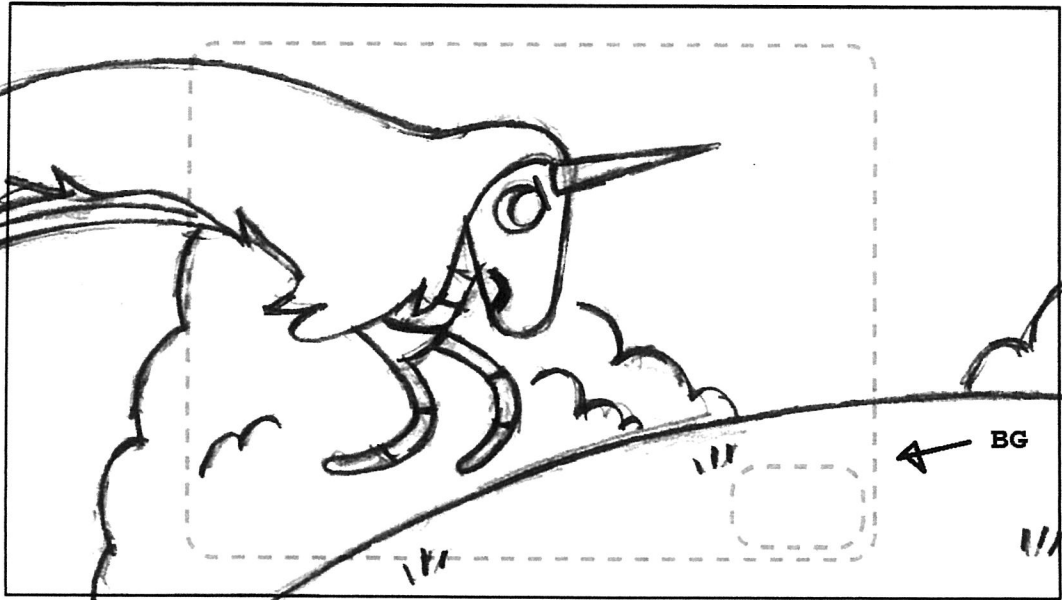


Sc. 70

Pnl. C

Bg.

day night

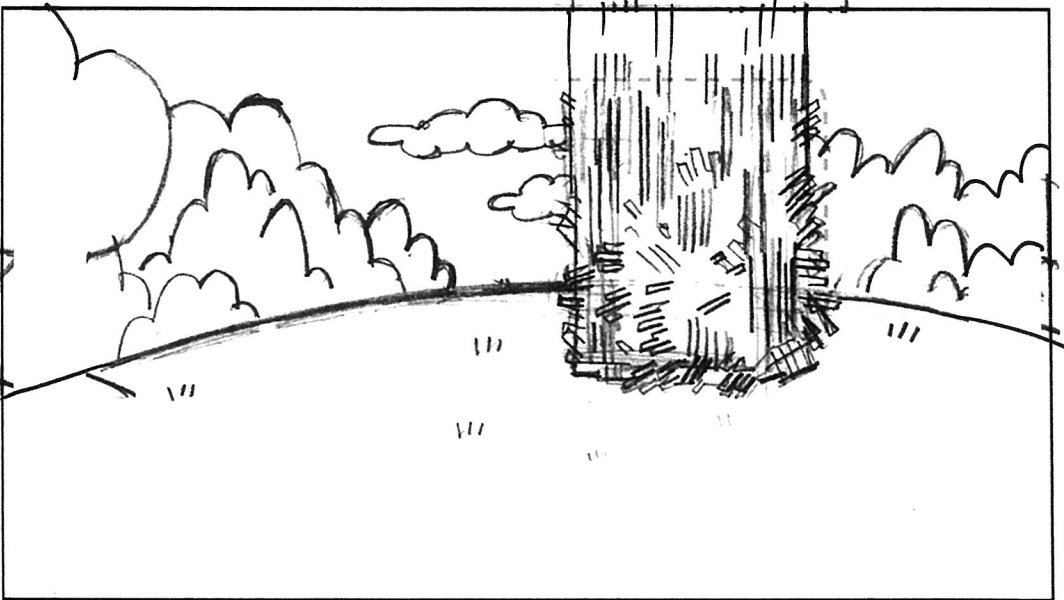


Sc. 71

Pnl. A

Bg.

day night



Dialog:

Action:

On the big crystal.

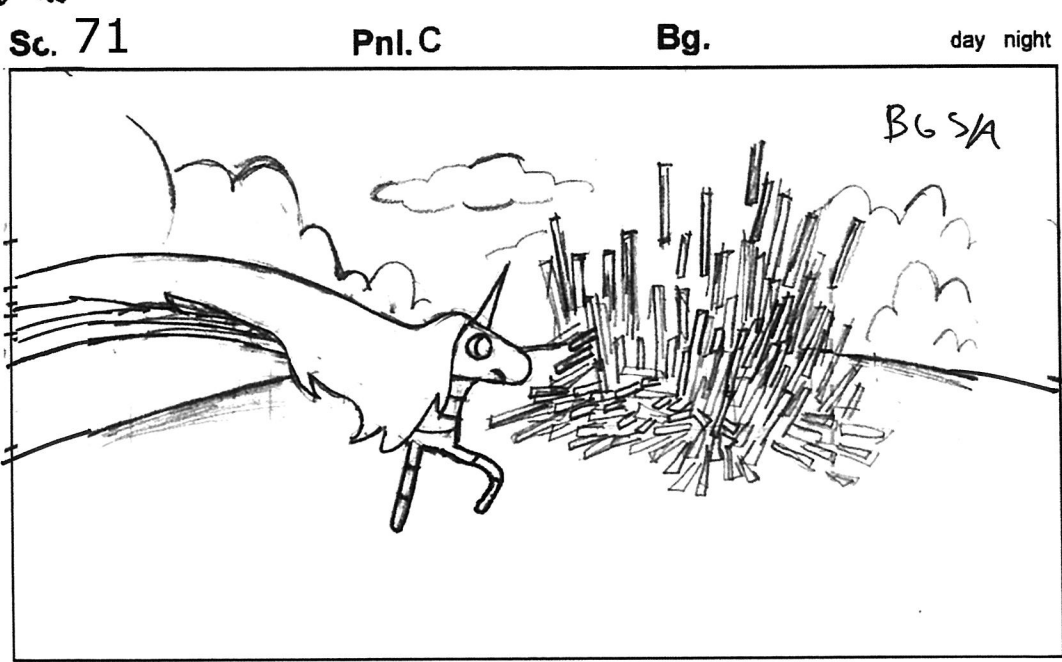
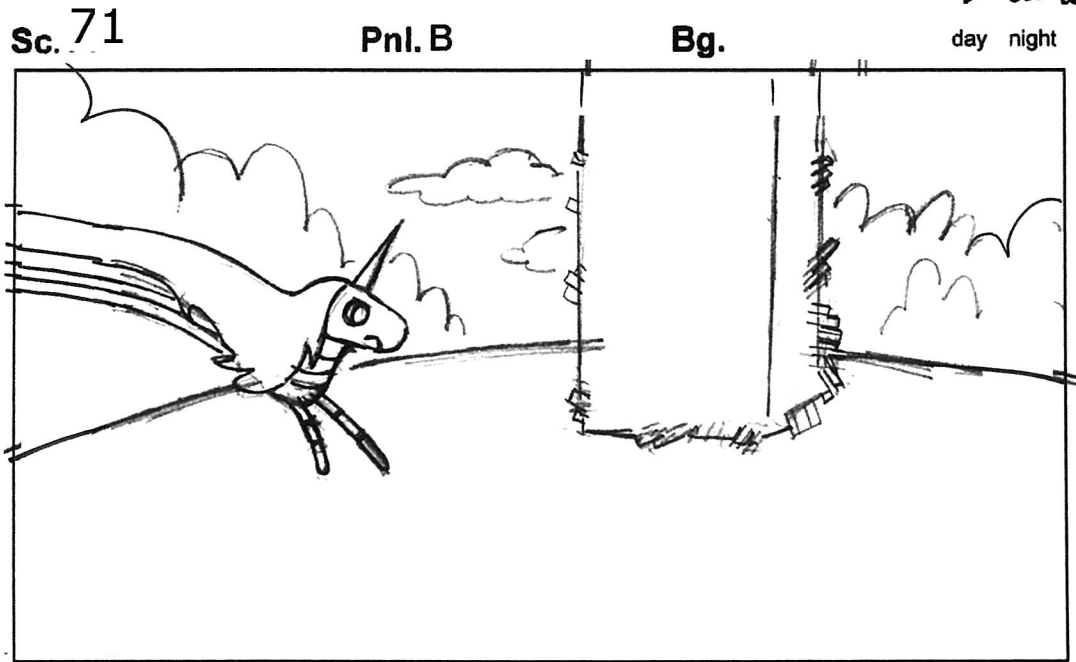
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Dialog:	
SFX: *SKSHH*	
Action:	- The big crystal shatters, just as LR GETS CLOSE.
Timing:	

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ADVENTURE TIME

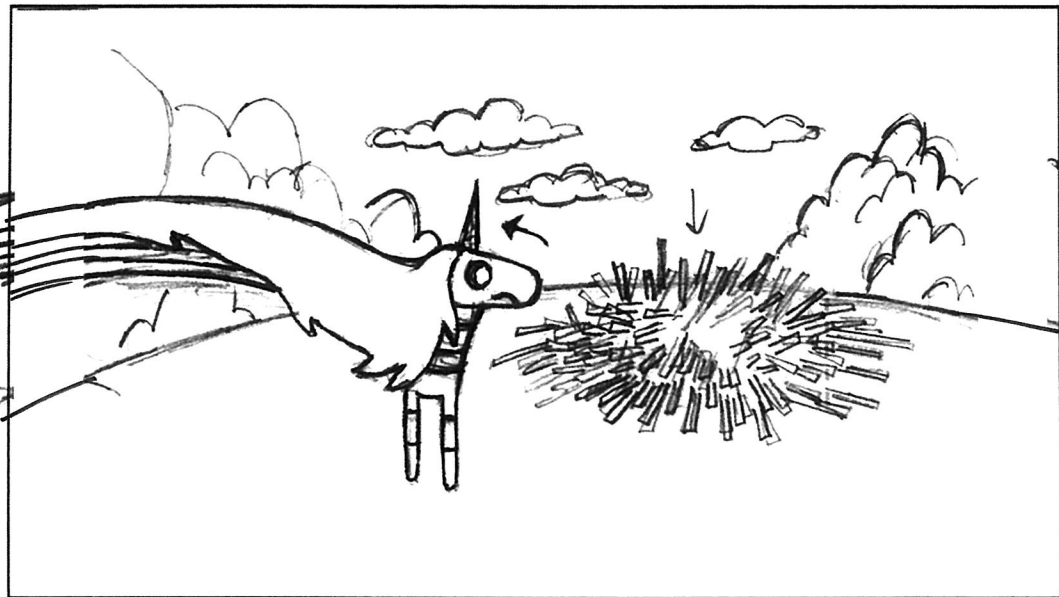


Sc. 71

Pnl. D

Bg.

day night

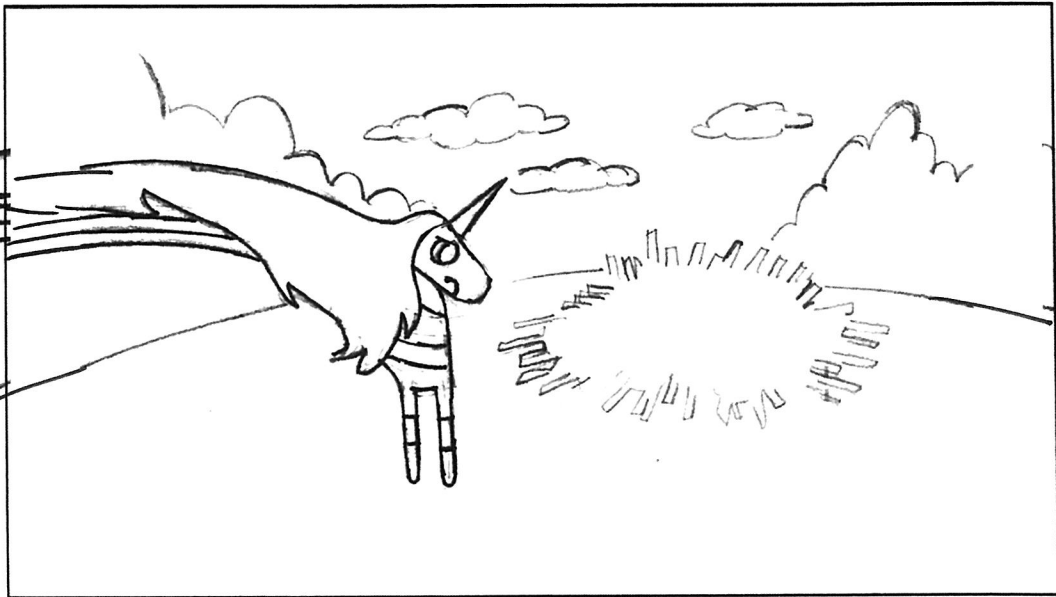


Sc. 71

Pnl. E

Bg.

day night



Dialog:

LR: Hmm.

Action:

Timing:

ADVENTURE TIME



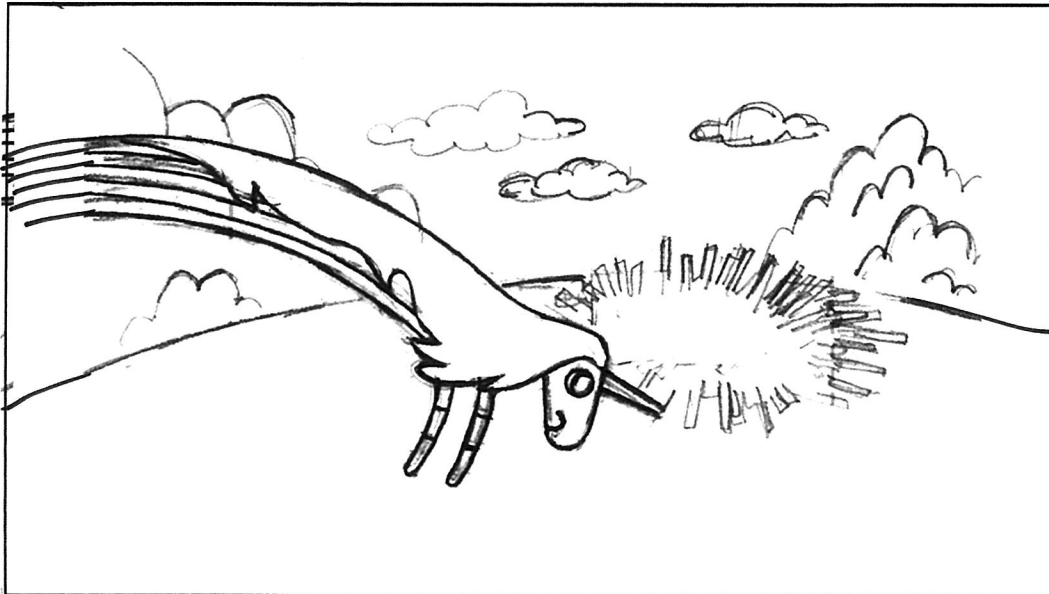
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Sc. 71

Pnl. F

Bg.

day night

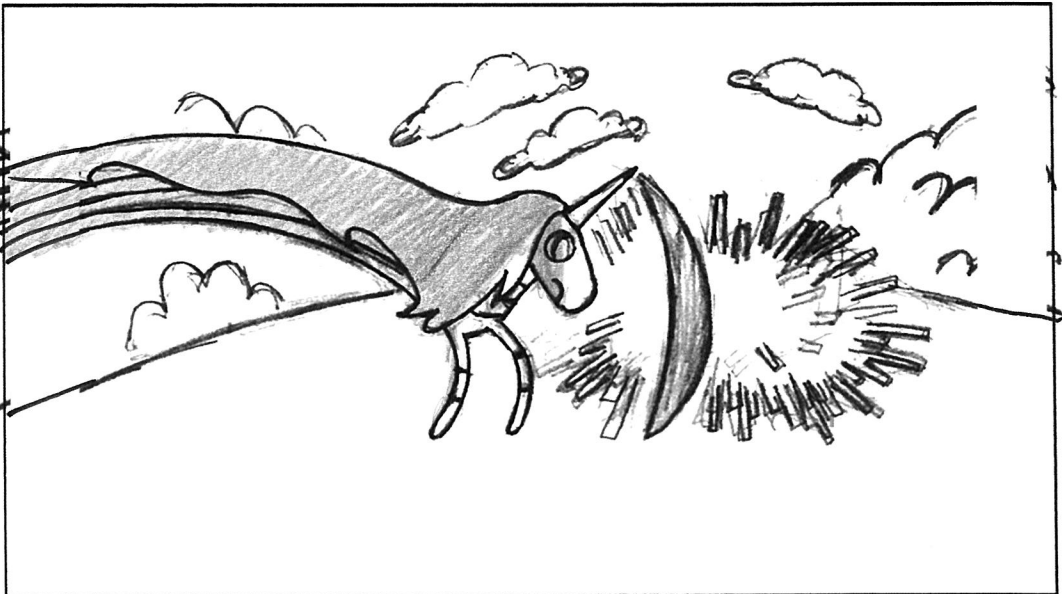


Sc. 71

Pnl. G

Bg.

day night



Dialog:

SFX: * SHKK *

SFX:

* SHRIPP *

Action:

-LR STABS HORN INTO MID-AIR.

LR slices a hole in the BG. (The whole BG gets skewed.)

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



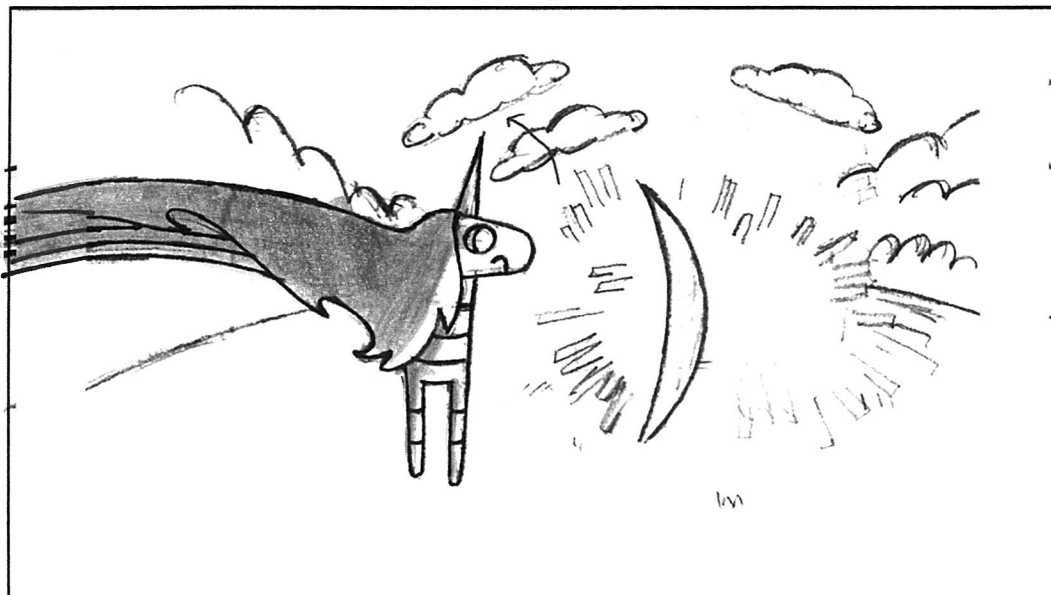
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Sc. 71

Pnl. H

Bg.

day night

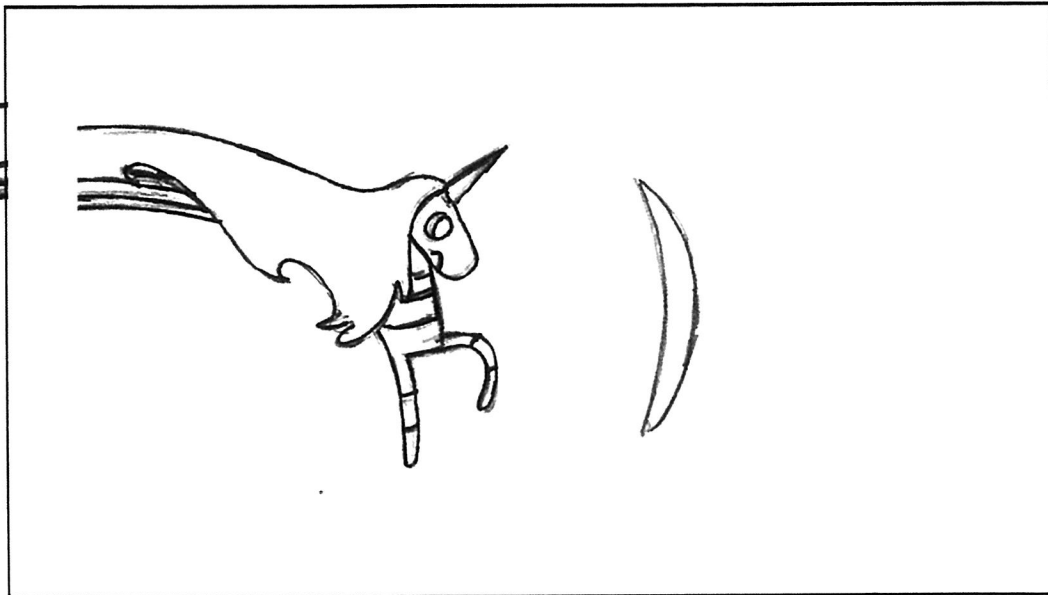


Sc. 71

Pnl. I

Bg.

day night



Dialog:
Action:
Timing:

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EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 172

Sc. 71

Pnl. J

Bg.

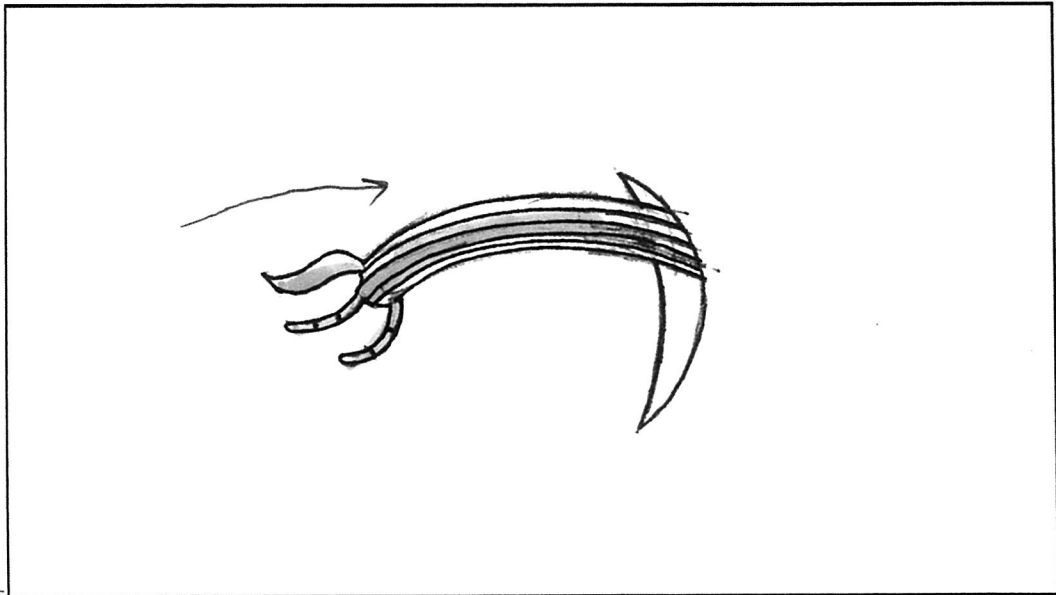
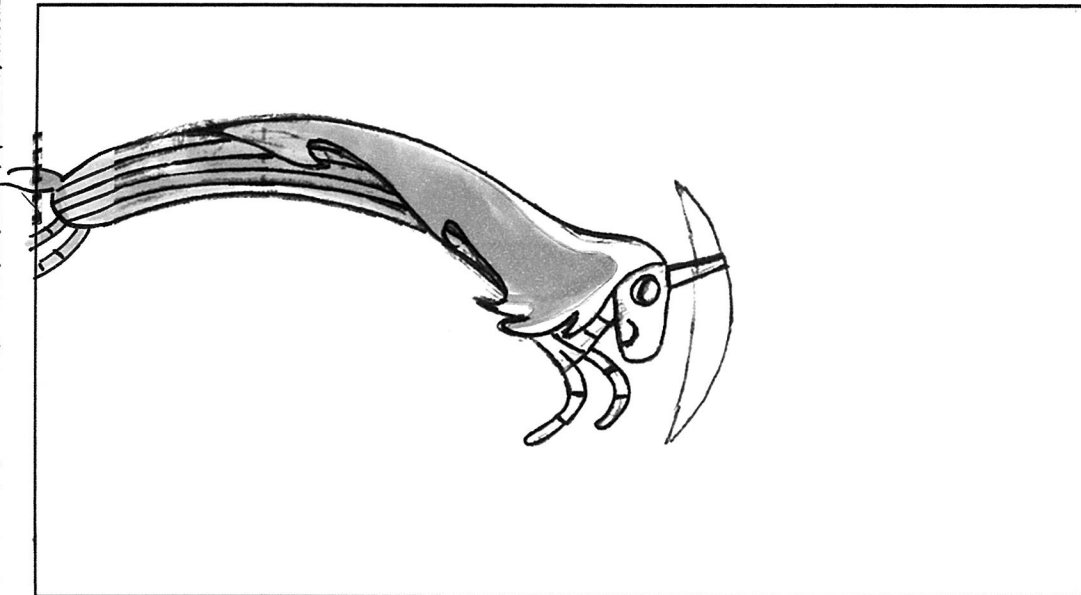
day night

Sc. 71

Pnl. K

Bg.

day night



Dialog:

Action: - LR jumps into the hole.

-LR FLIES THROUGH HOLE

Timing:

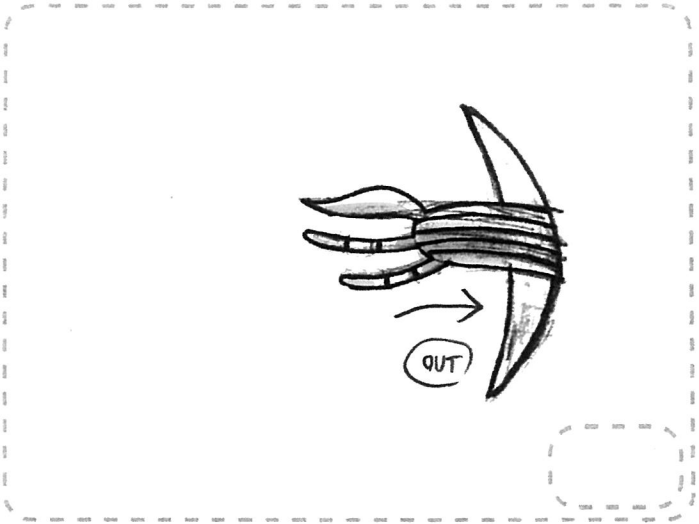
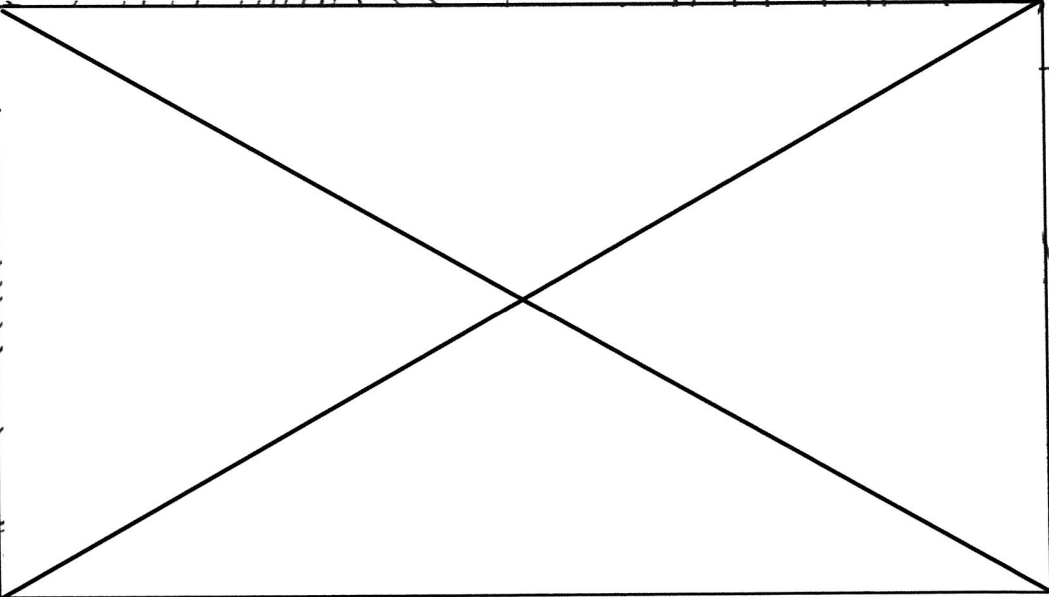
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ADVENTURE TIME



Sc. 71	Pnl. L	Bg.	day night	Sc.	Pnl.	Bg.	day night	
								

Dialog:	
Action:	- LR FLIES OFF/S. - Inside crystal. (Oops this should not be re-use BG but should be more like a shattered version. 'Cause the outside is shattered.)
Timing:	

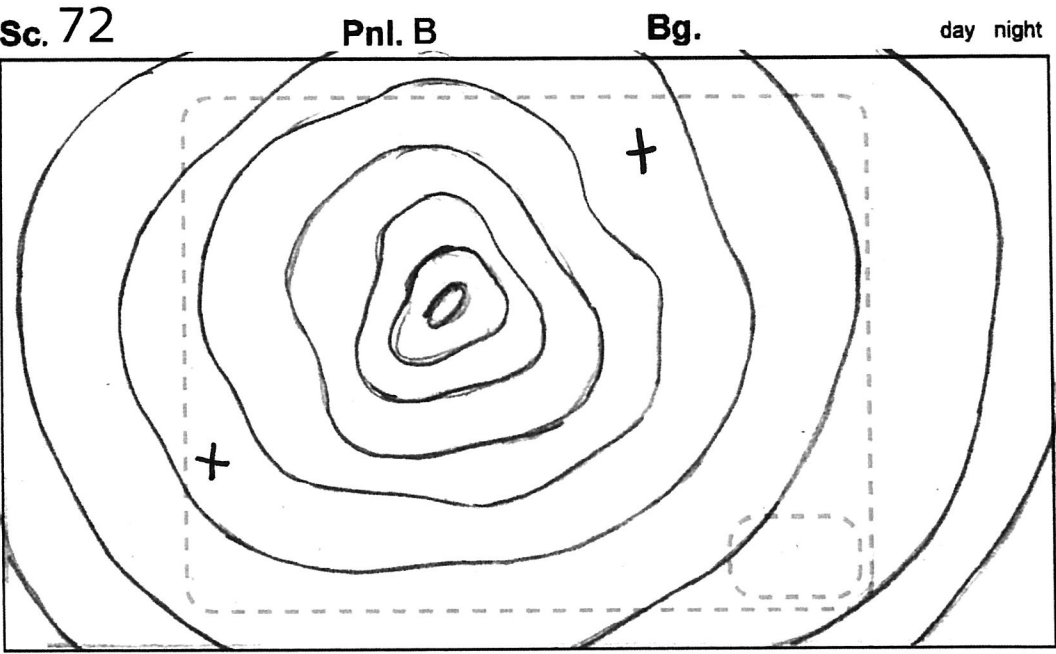
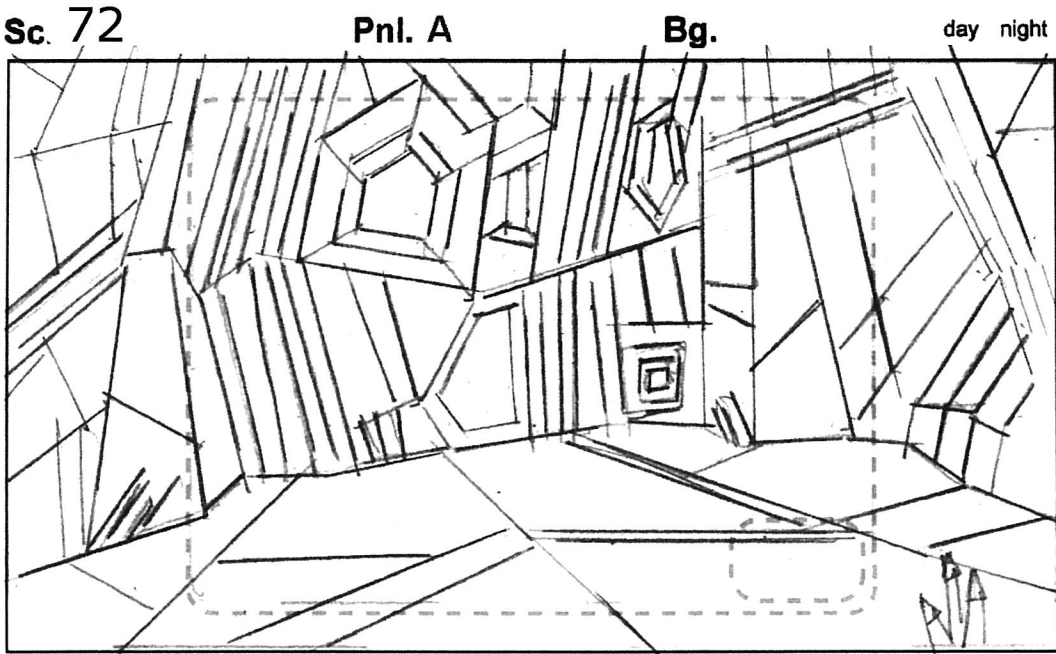
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Production :

ADVENTURE TIME



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Dialog:	
Action: - Inside the big crystal.	
Timing:	
- FX as motorbike enters the big crystal.	
- PORTAL OPENS IN CRYSTAL.	

EPISODE # 1034-232

Production :

ADVENTURE TIME

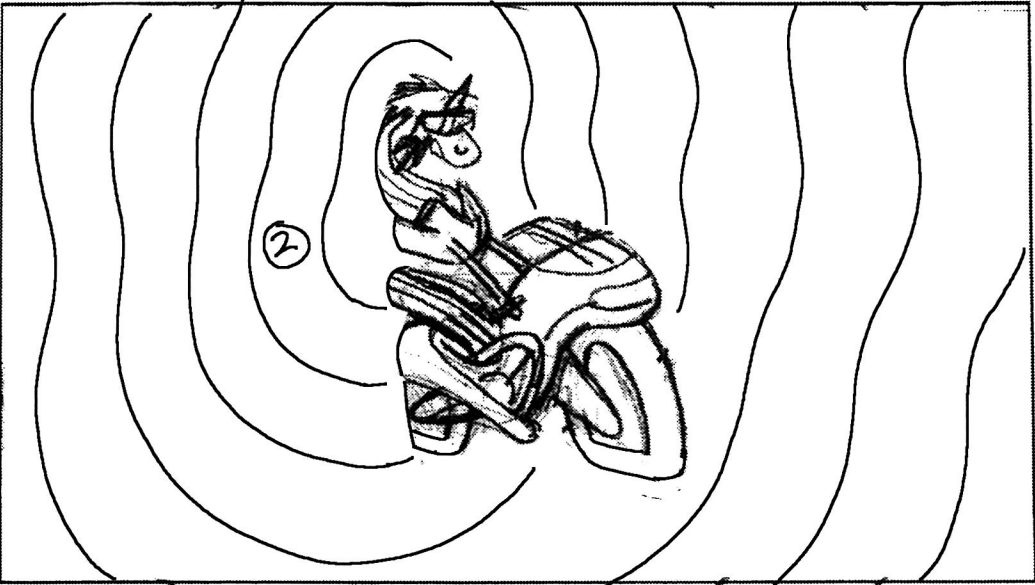


Sc. 72

Pnl. C

Bg.

day night



Sc. 72

Pnl. D

Bg.

day night

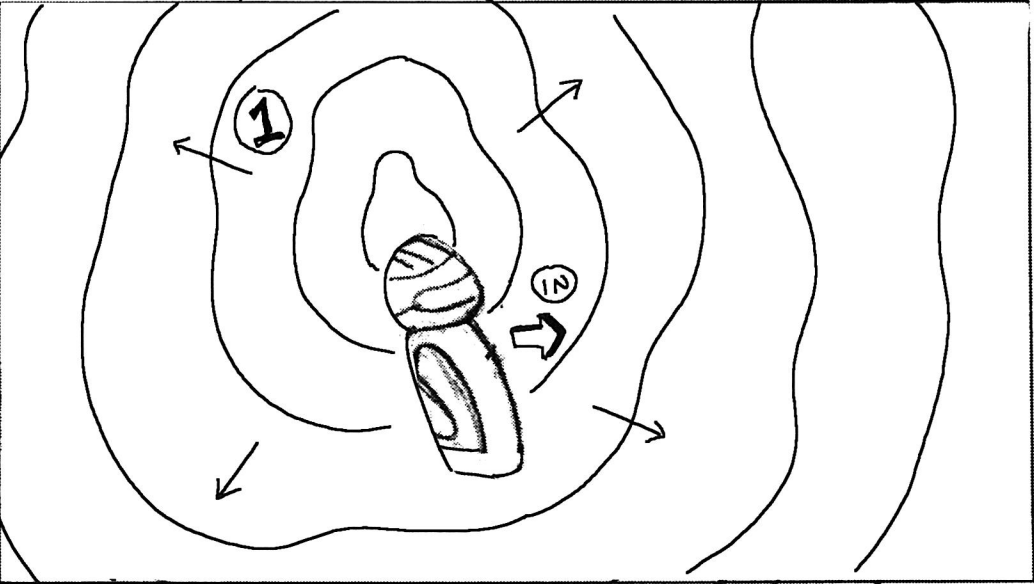


Dialog:

Action:

Motorbike enters the big crystal.

Timing:



ADVENTURE TIME



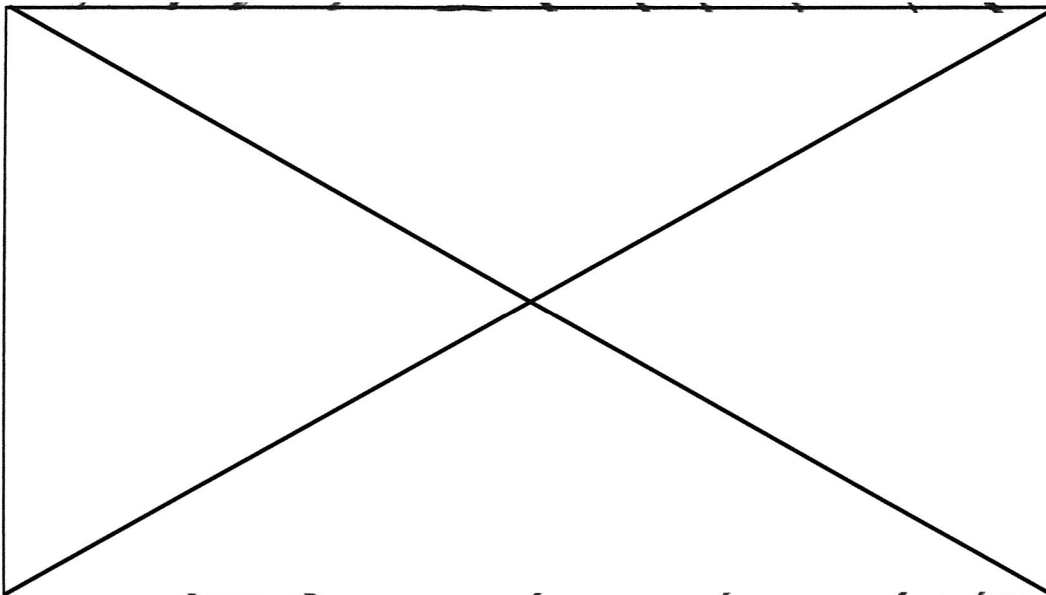
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Sc.

Pnl.

Bg.

day night

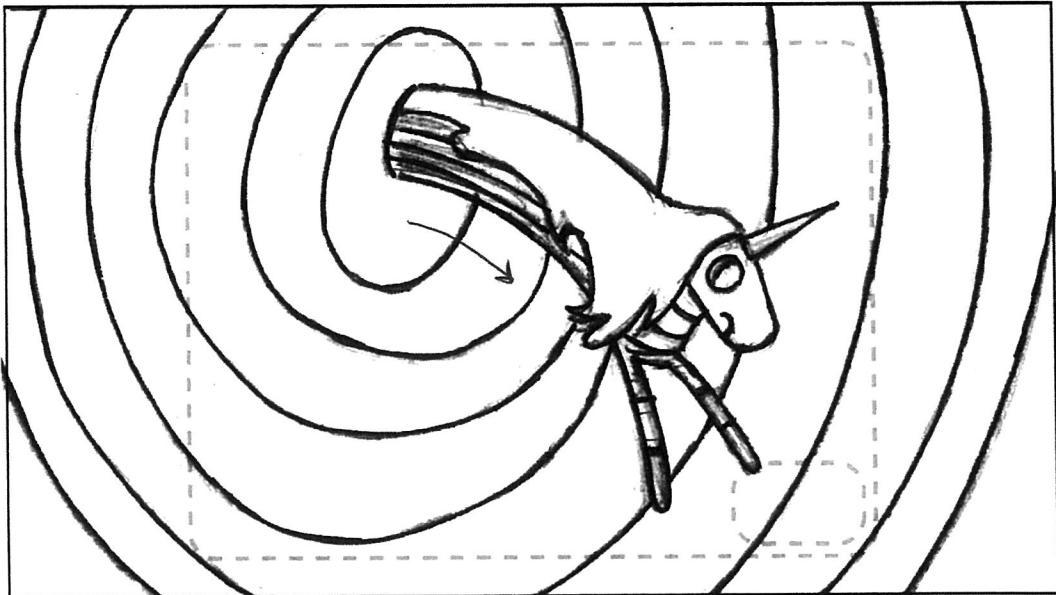


Sc. 72

Pnl.E

Bg.

day night



Dialog:
Action:
Timing:

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Production :

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ADVENTURE TIME

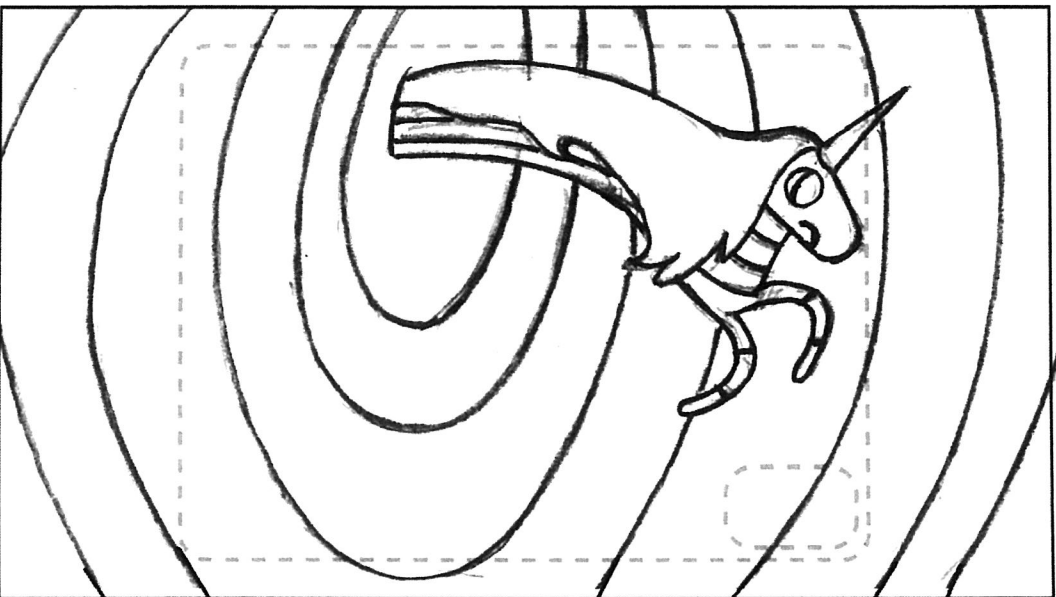


Sc. 72

Pnl. F

Bg.

day night

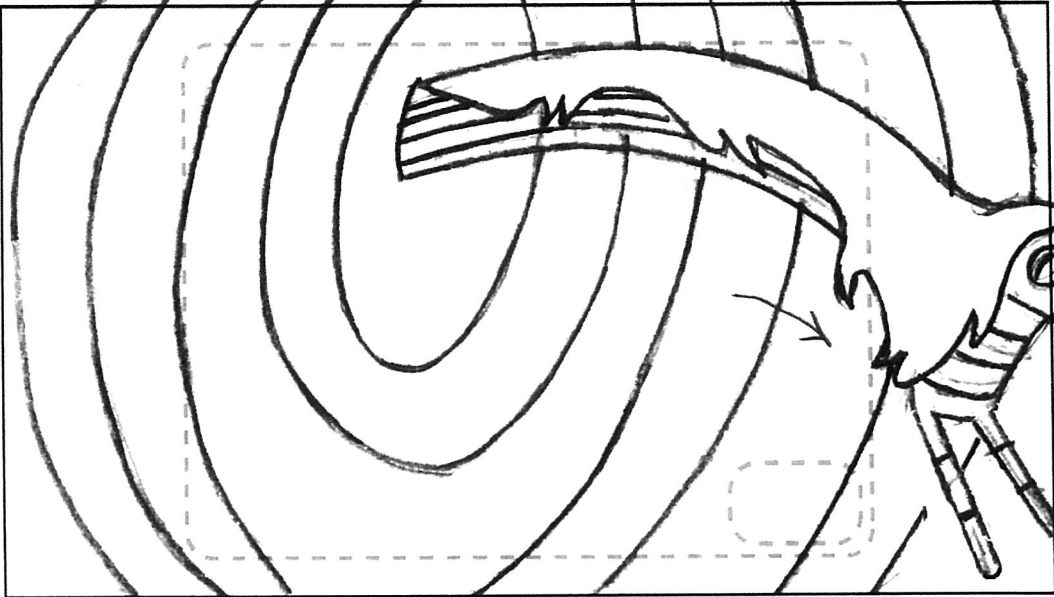


Sc. 72

Pnl. G

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



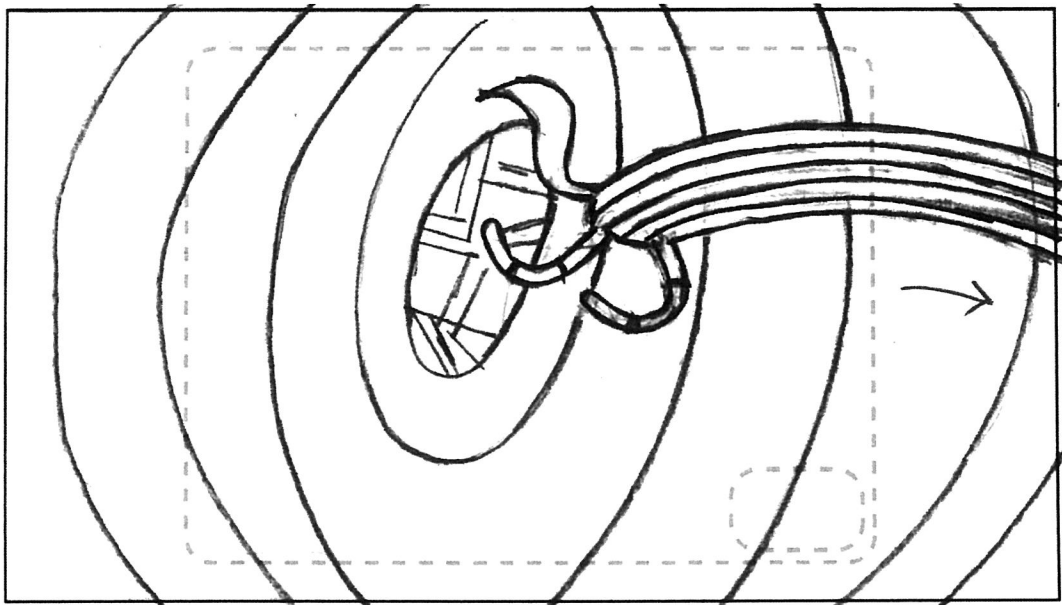
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Sc. 72

Pnl. H

Bg.

day night

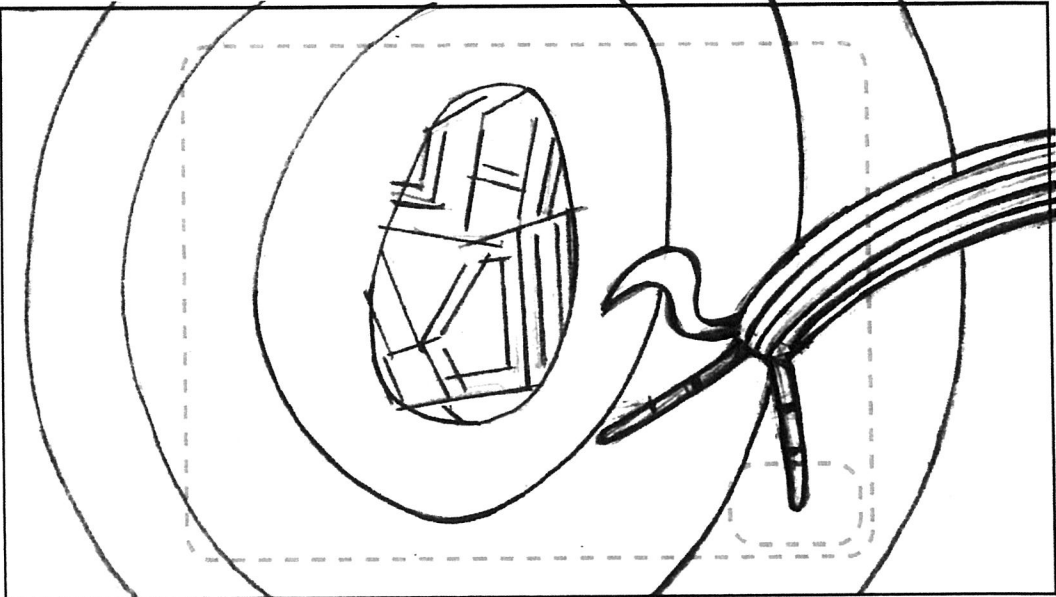


Sc. 72

Pnl. I

Bg.

day night



Dialog:

Action:

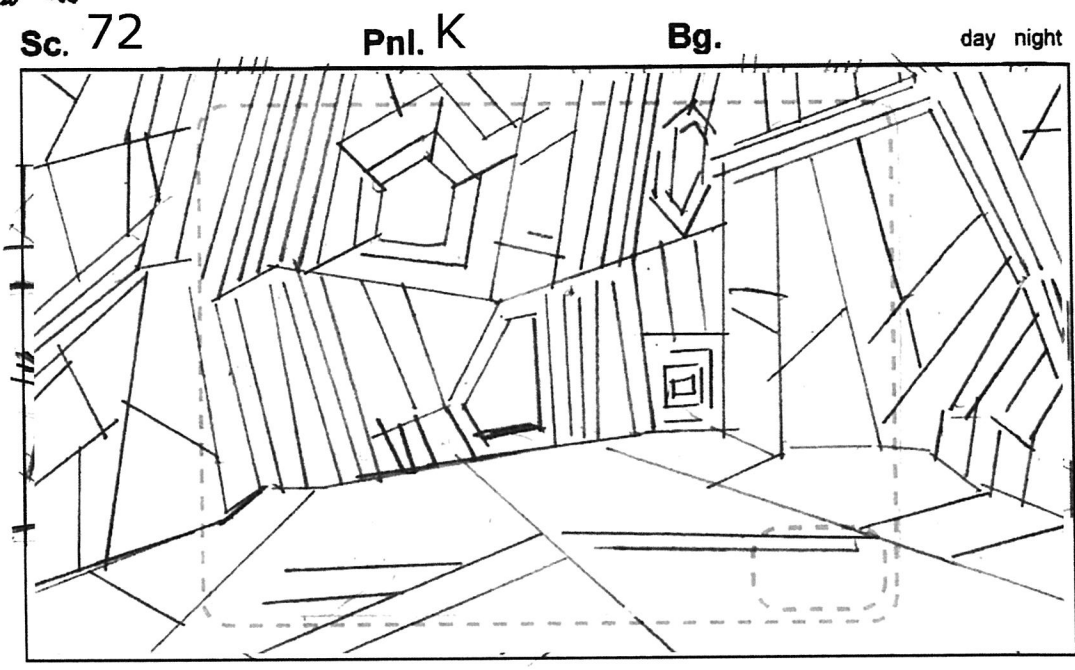
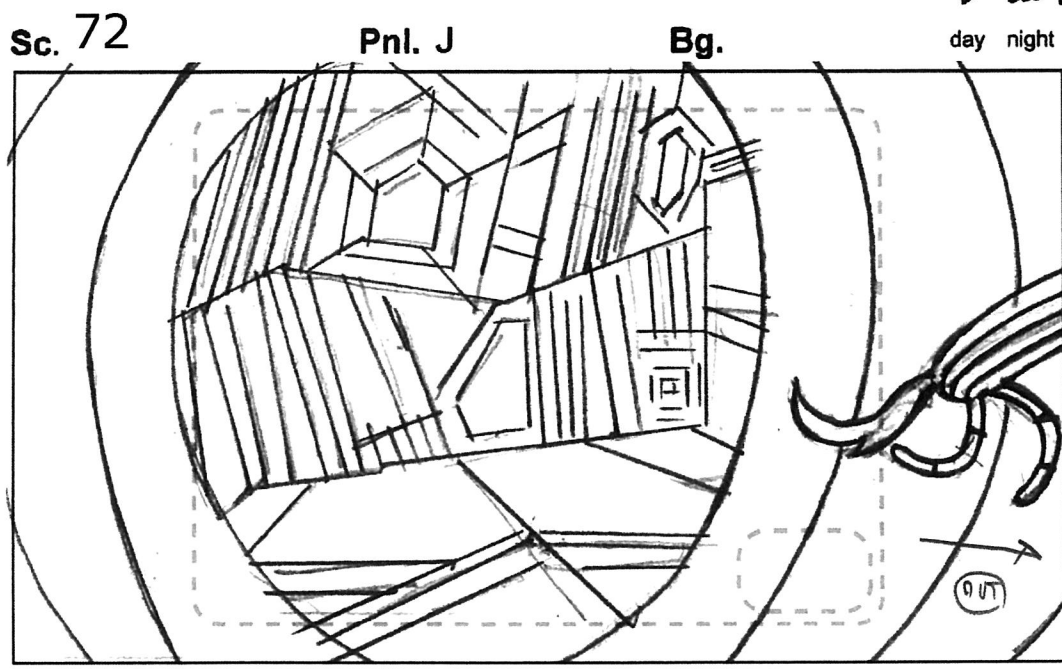
Timing:

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Production :

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ADVENTURE TIME



Dialog:	
Action:	- PORTAL DISSIPATES Another angle inside the crystal. (Also this BG should not be re-use but should be a more shattered version. With maybe the door on the right still intact.)
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME

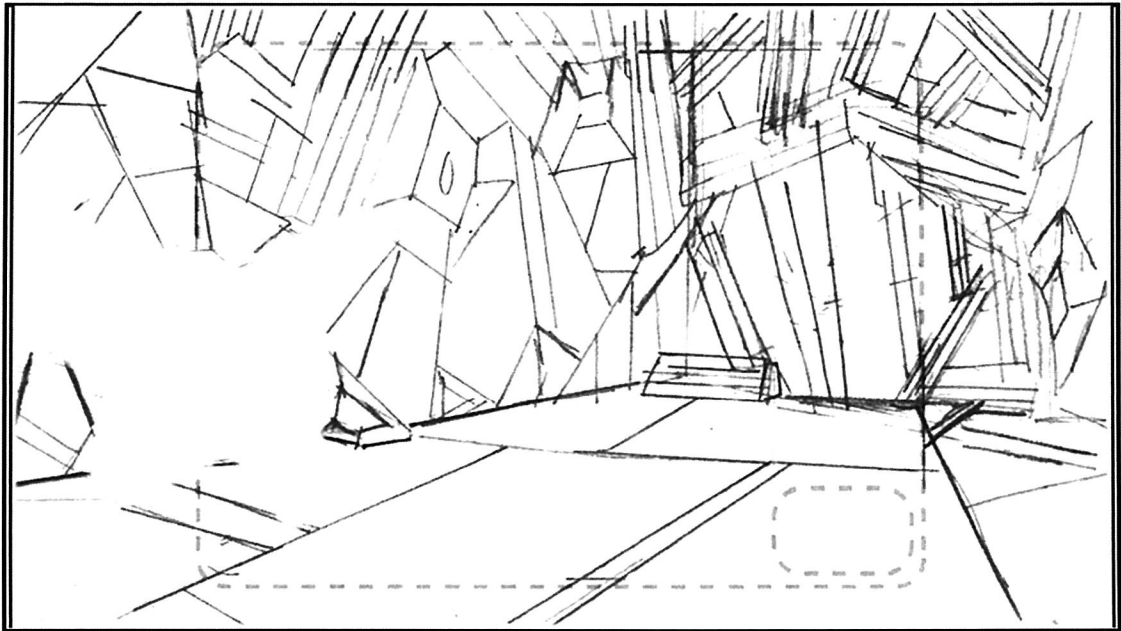


Sc. 73

Pnl. A

Bg.

day night

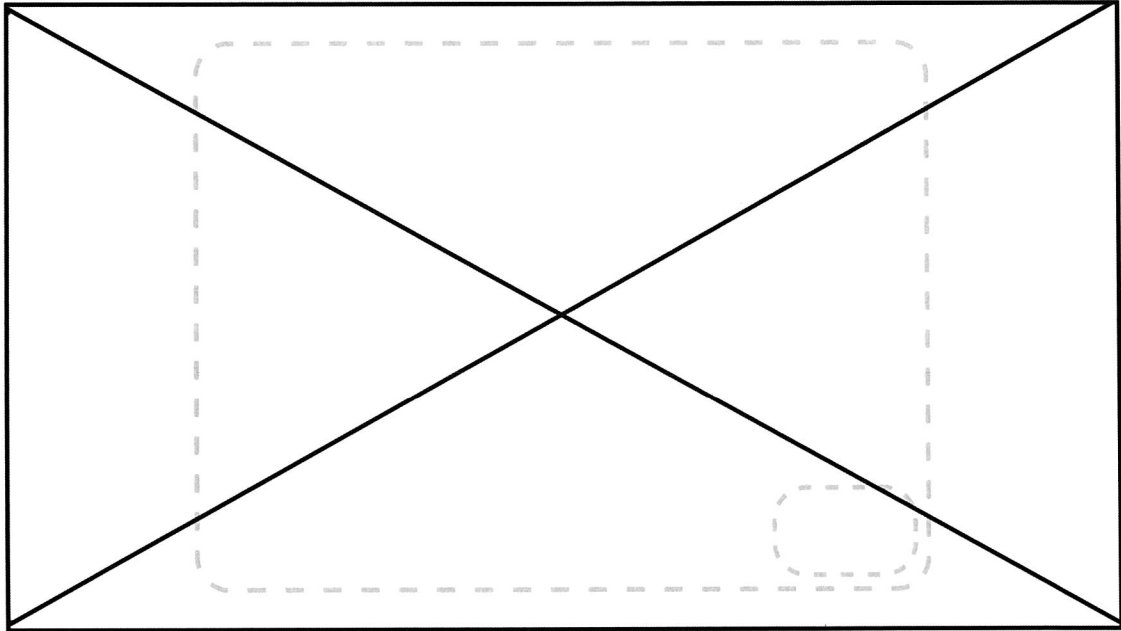


Sc.

Pnl.

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 1034-232

Production:

ADVENTURE TIME



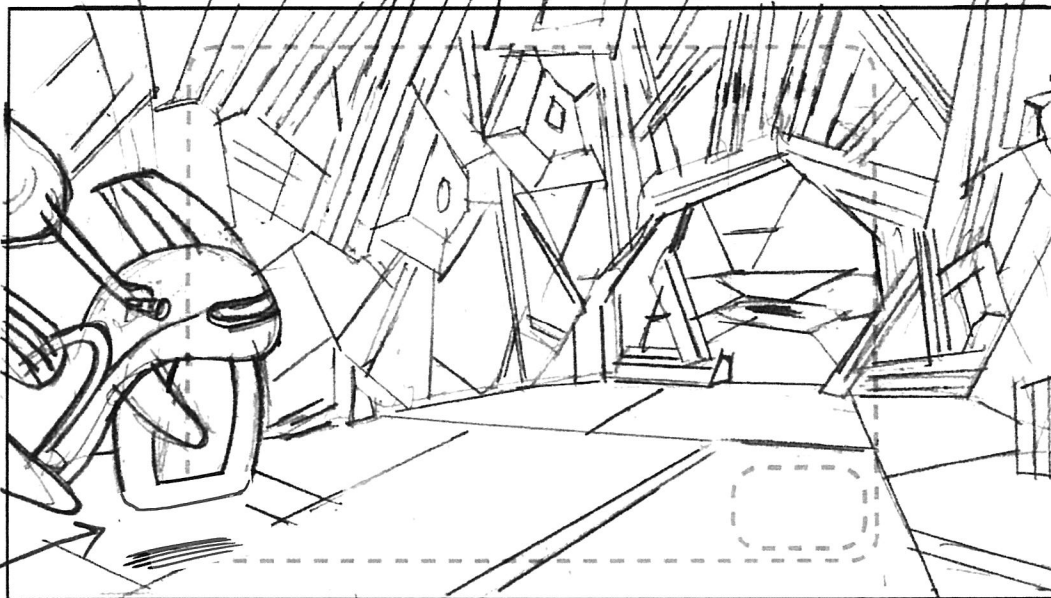
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Sc. 73

Pnl. B

Bg.

day night

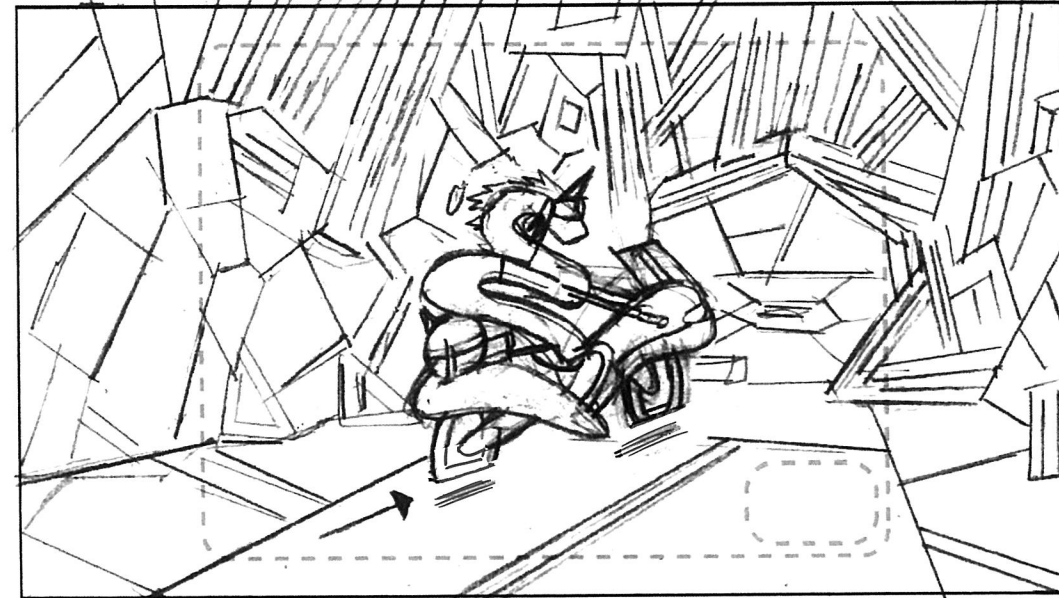


Sc. 73

Pnl. C

Bg.

day night



Dialog:

SFX: * VRRRRR *

Action:

Another angle on the room inside the big crystal. Motorbike enters.

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Next Pg.184

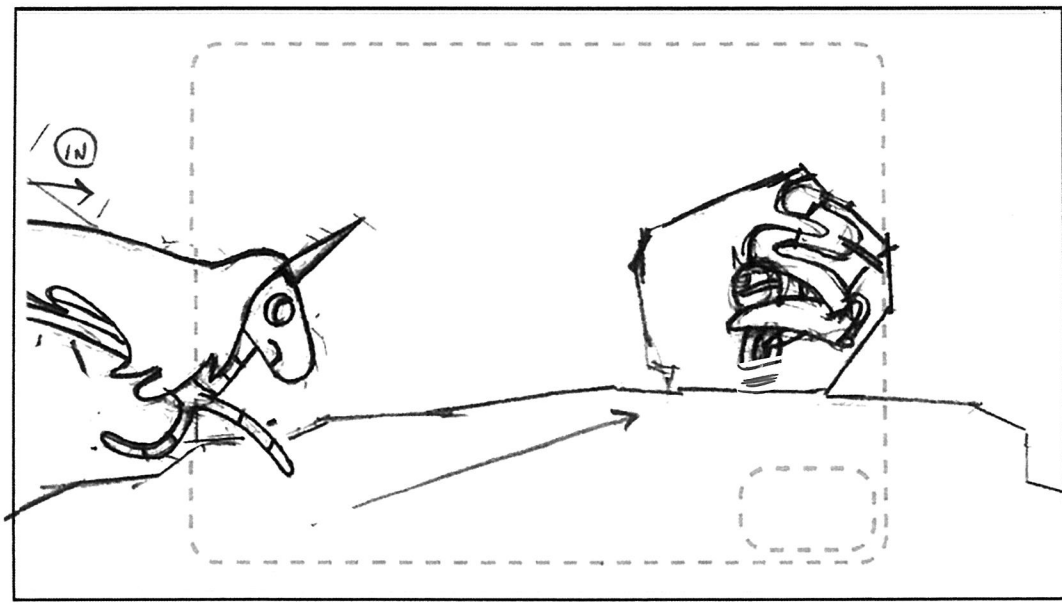
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Sc. 73

Pnl. D

Bg.

day night

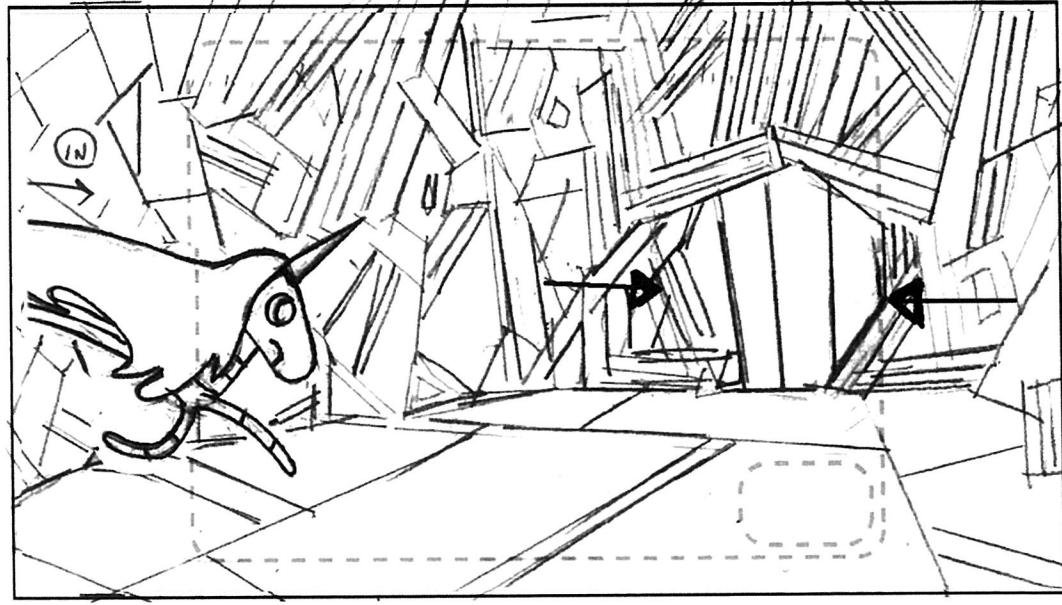


Sc. 73

Pnl. E

Bg.

day night



Dialog:		<u>sfx:</u> * THOAM *	
Action:	Motorbike enters another room.	The wall closes behind the motorbike.	
Timing:			

EPISODE # 1034-232

Production :

ADVENTURE TIME



Prev. Pg182

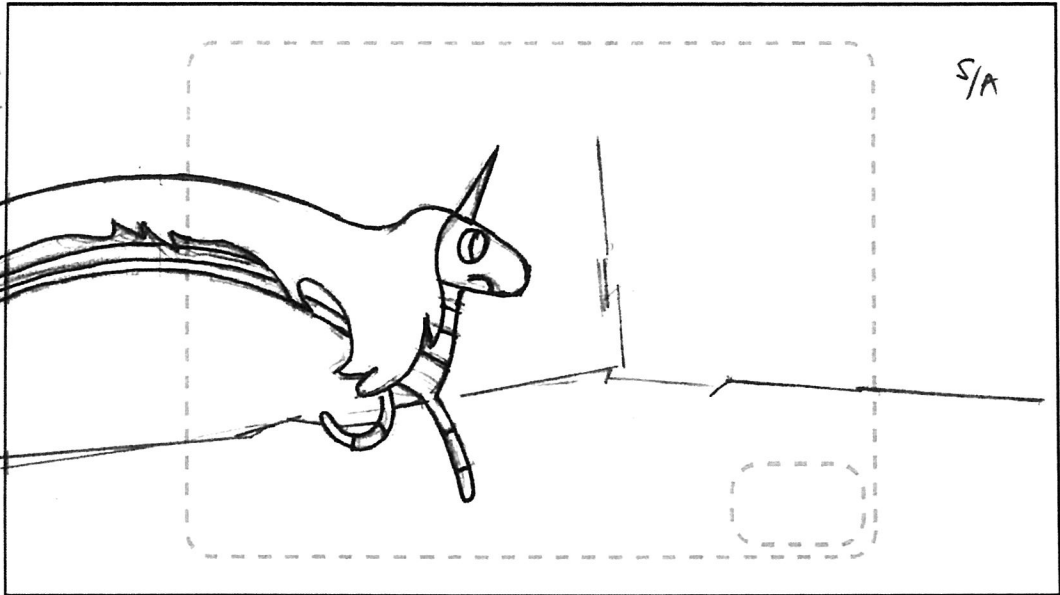
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Sc. 73

Pnl. F

Bg.

day night

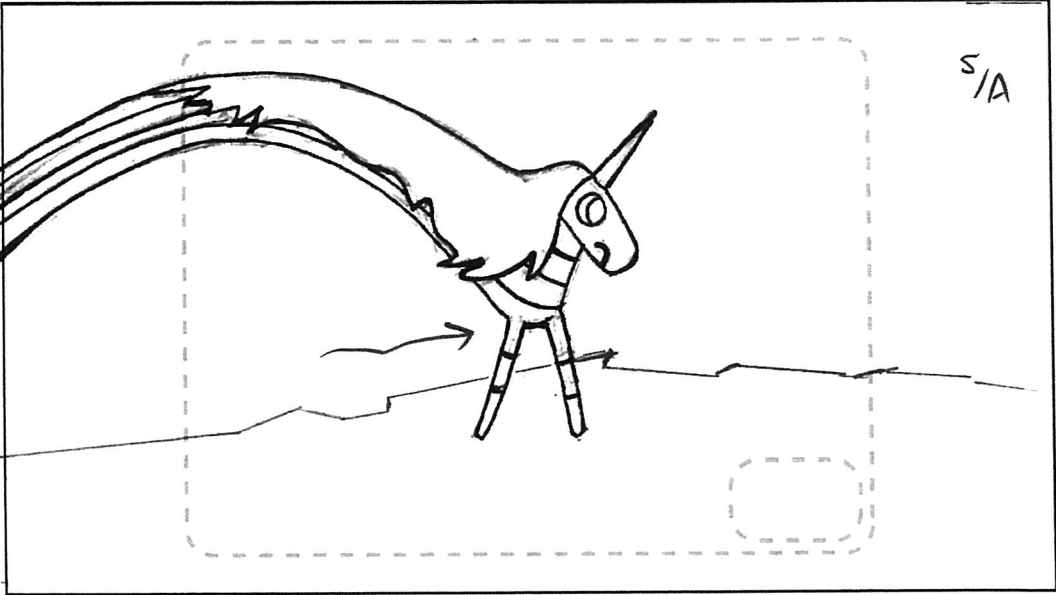


Sc. 73

Pnl. G

Bg.

day night



Dialog:
Action: - LR APPROACHES CLOSED DOOR,
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



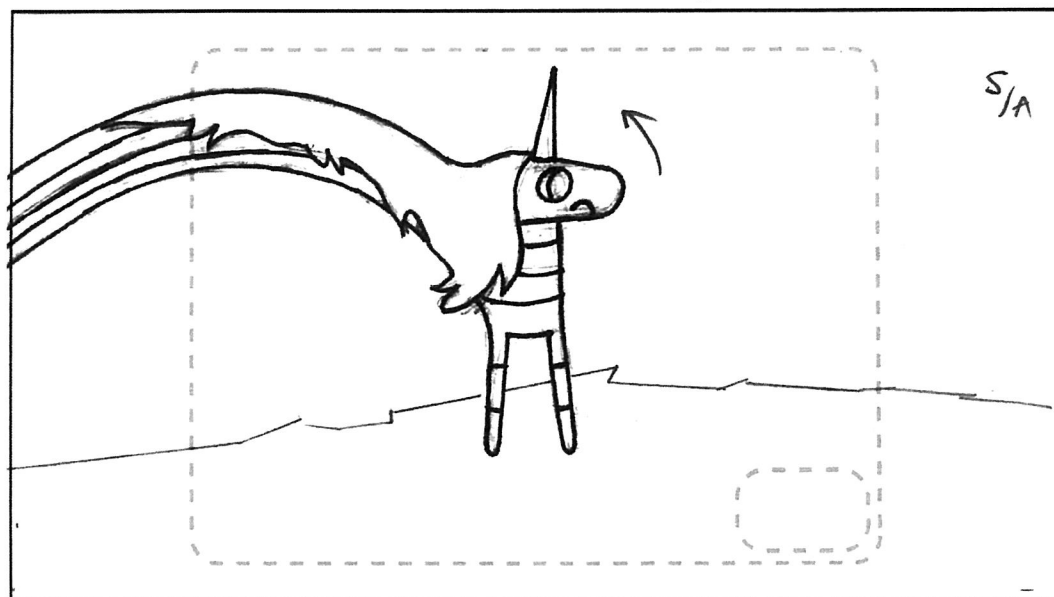
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Sc. 73

Pnl. H

Bg.

day night

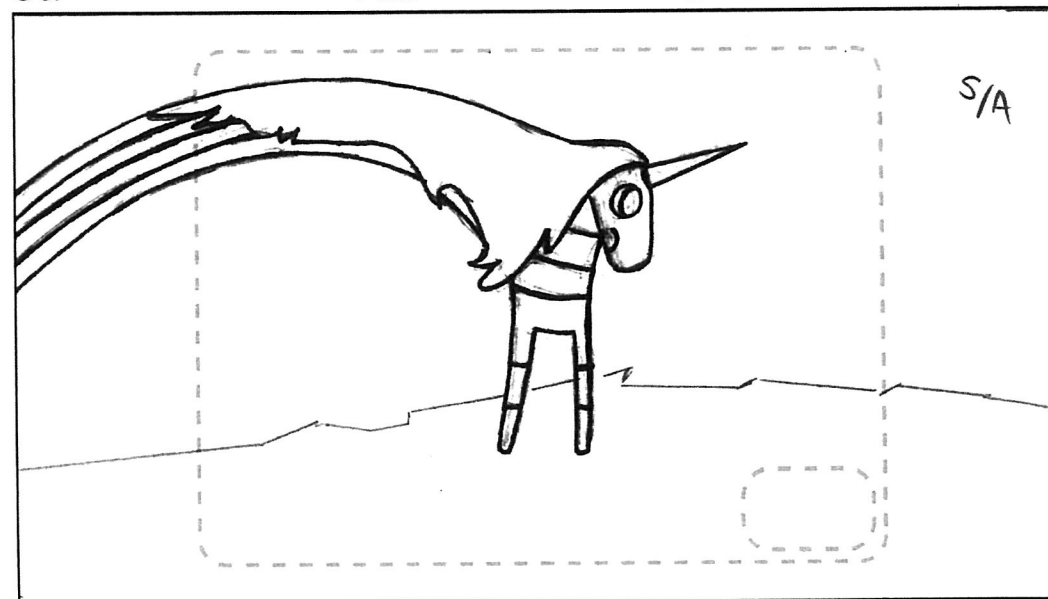


Sc. 73

Pnl. I

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

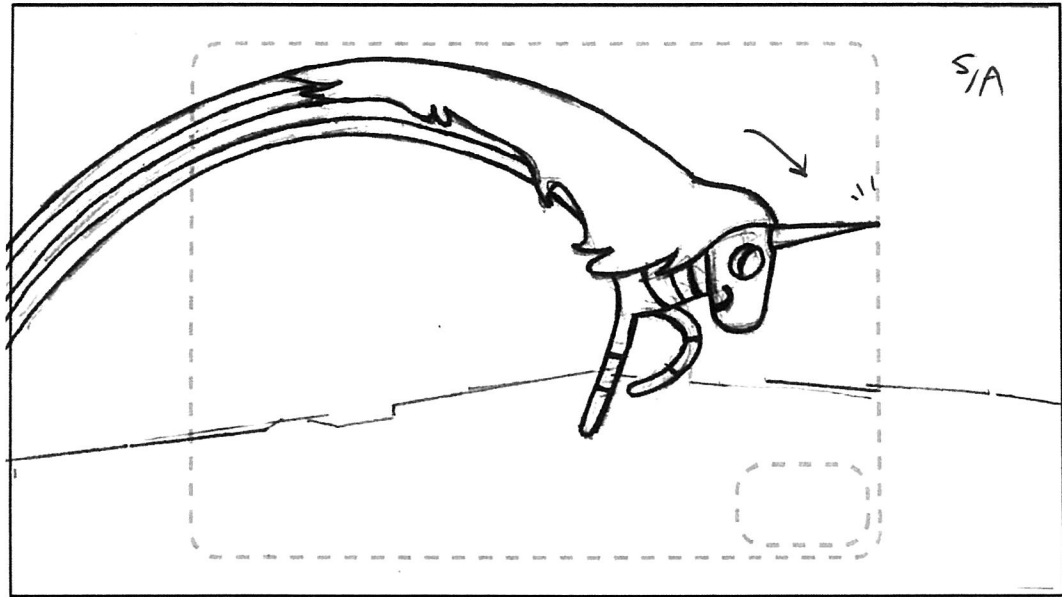


Sc. 73

Pnl. J

Bg.

day night

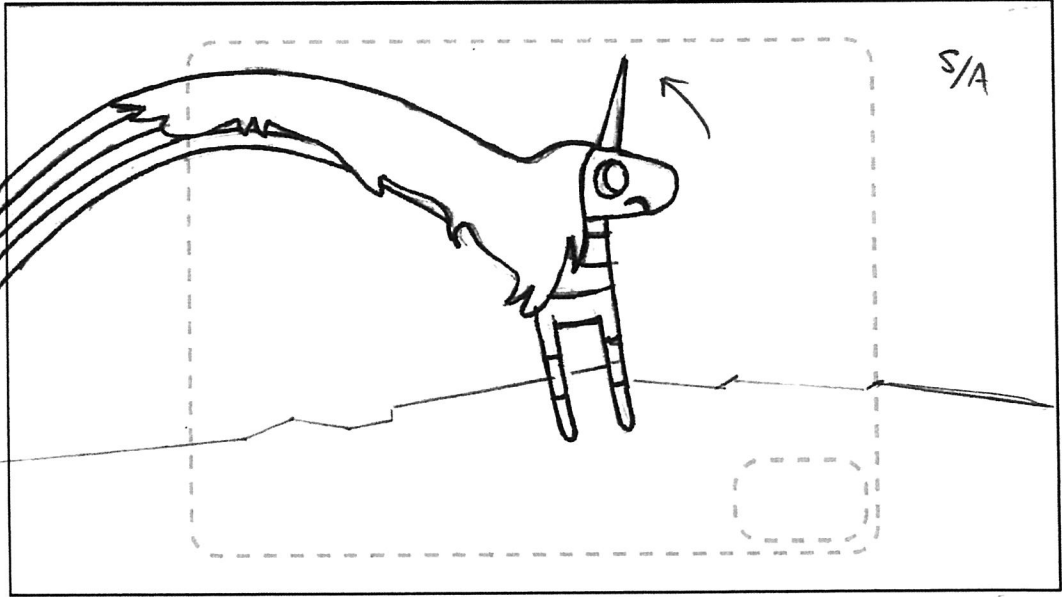


Sc. 73

Pnl. K

Bg.

day night



Dialog:	<u>SFX</u> : Tonk! [horn hits crystal door]
Action:	LR hits the crystal door with her horn.
Timing:	

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ADVENTURE TIME

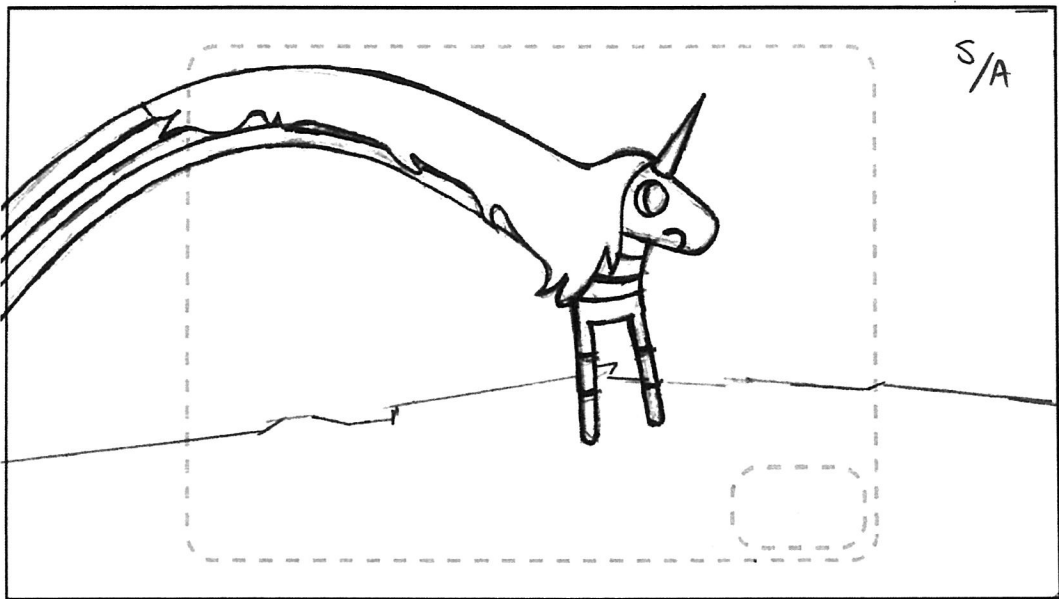


Sc. 73

Pnl. L

Bg.

day night



Sc. 73

Pnl. M

Bg.

day night



Dialog:

Action:

-LR LOOKS AROUND.

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

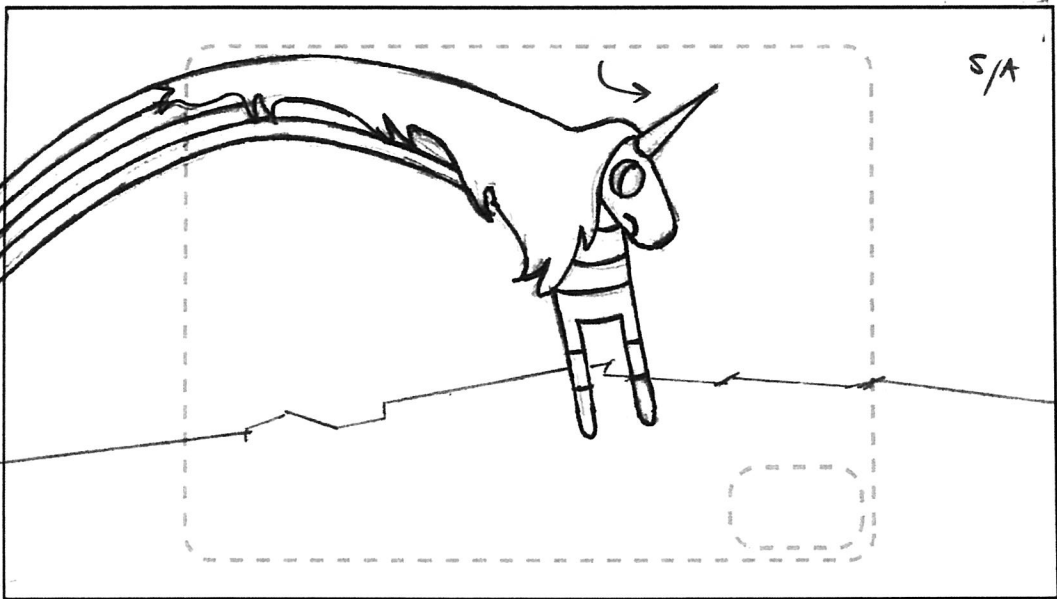


Sc. 73

Pnl. N

Bg.

day night

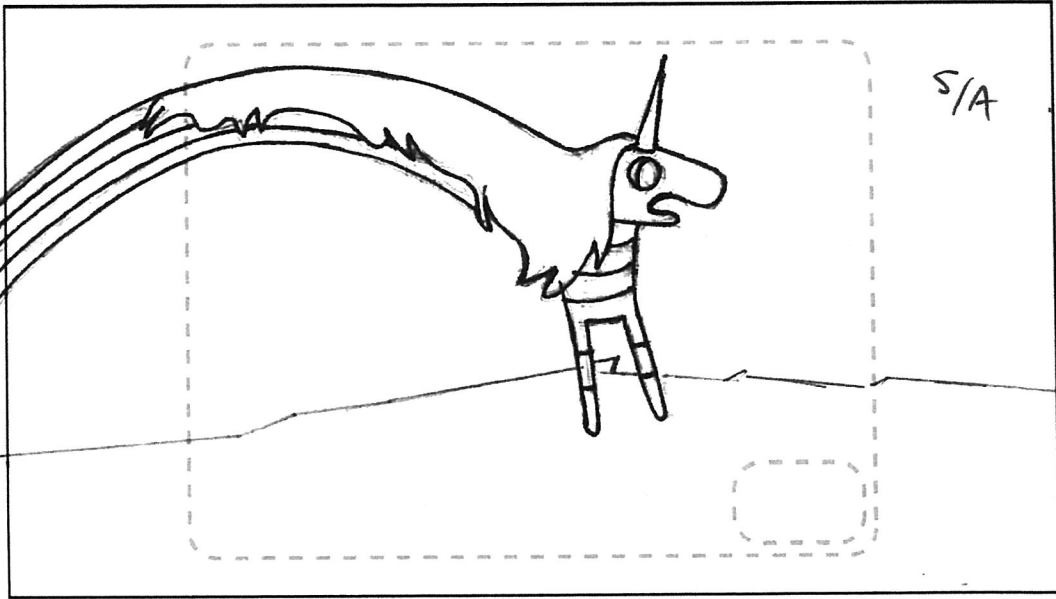


Sc. 73

Pnl. O

Bg.

day night



Dialog:	<u>LR:</u> TV!! !
Action:	
Timing:	

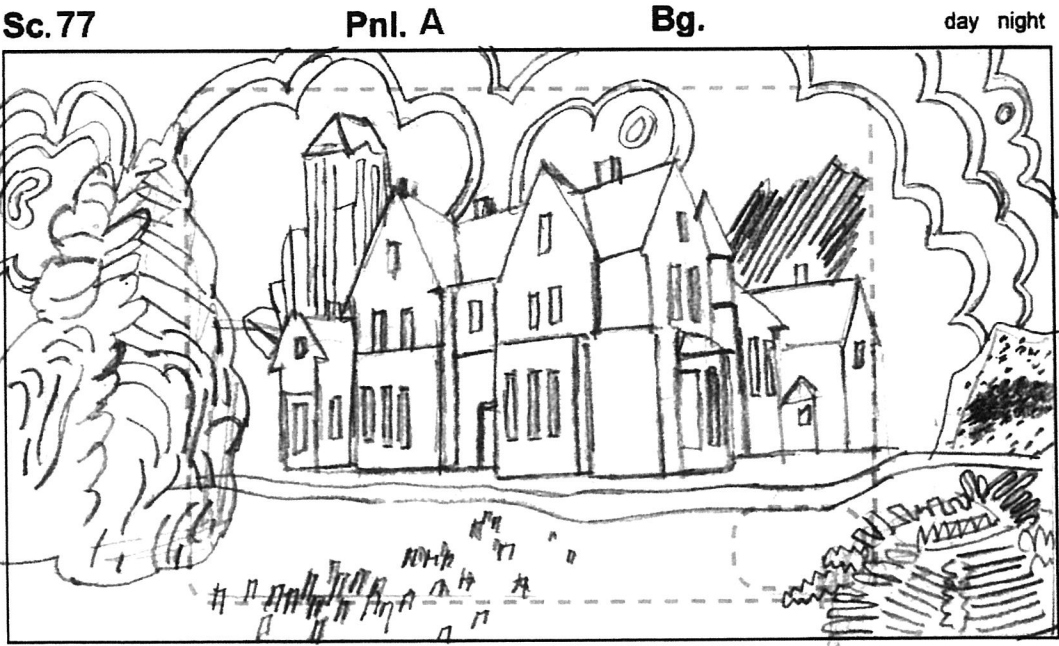
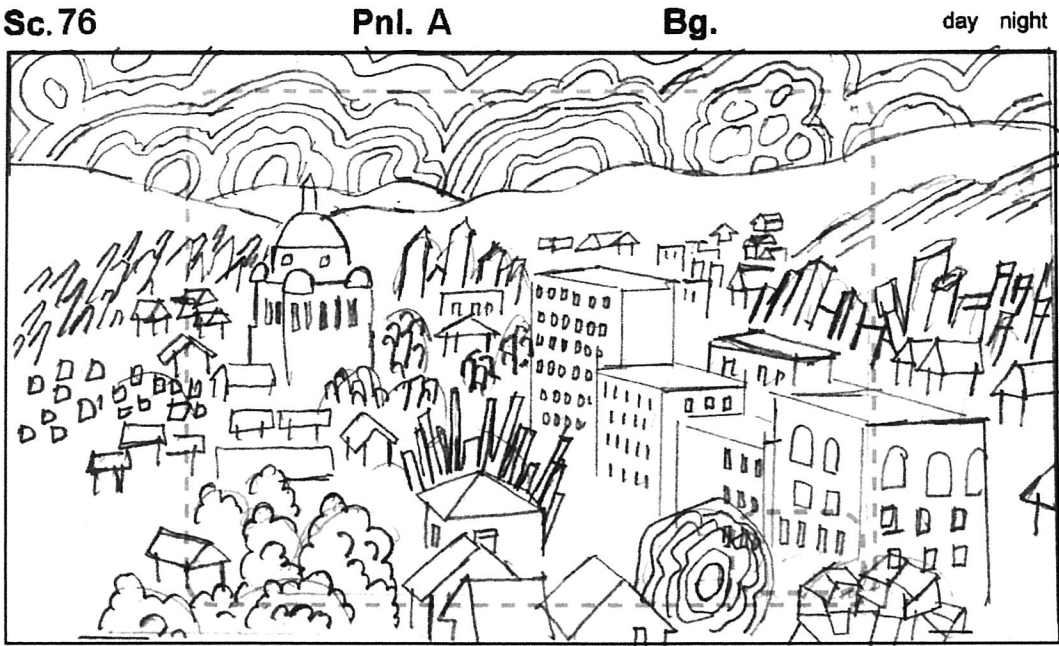
EPISODE # 1034-232

Production :

ADVENTURE TIME



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Dialog:	SFX: Plink plink plink [noodling on an electric guitar -- maybe not plugged in]
Action: < On a town in the Crystal Dimension. >	- On an "ostentatious" mansion!
Timing:	

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Prev. Pg189

Page 191

ScPnl.Bg.day night

Sc. 78Pnl. ABg.day night

Dialog:

TV: You've got a cool place, Lee!

Action:

Timing:

SAY

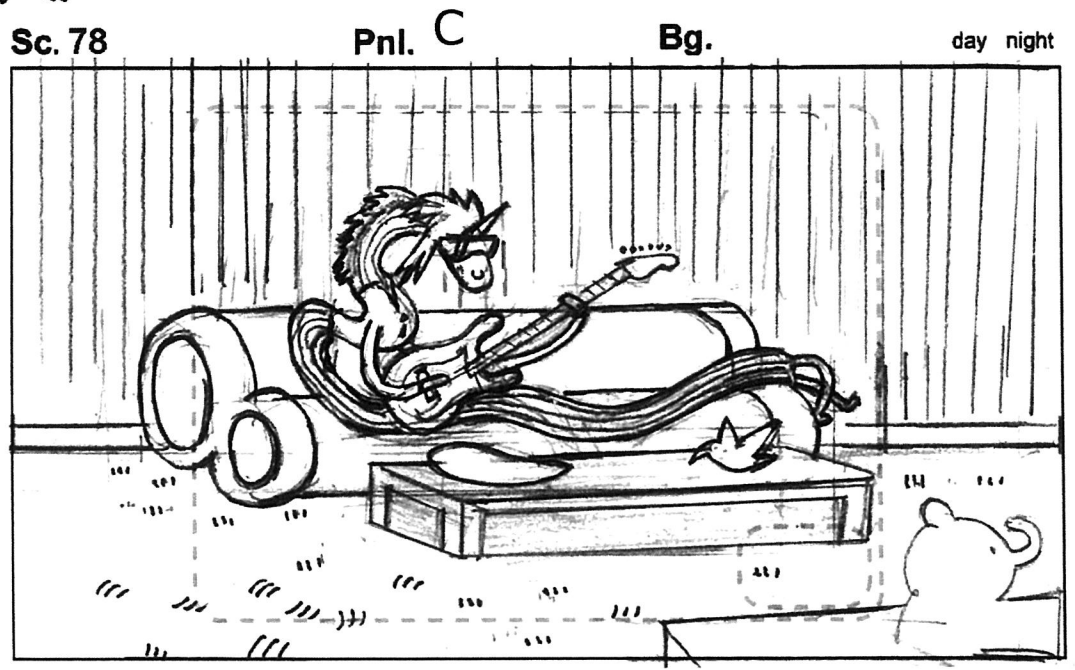
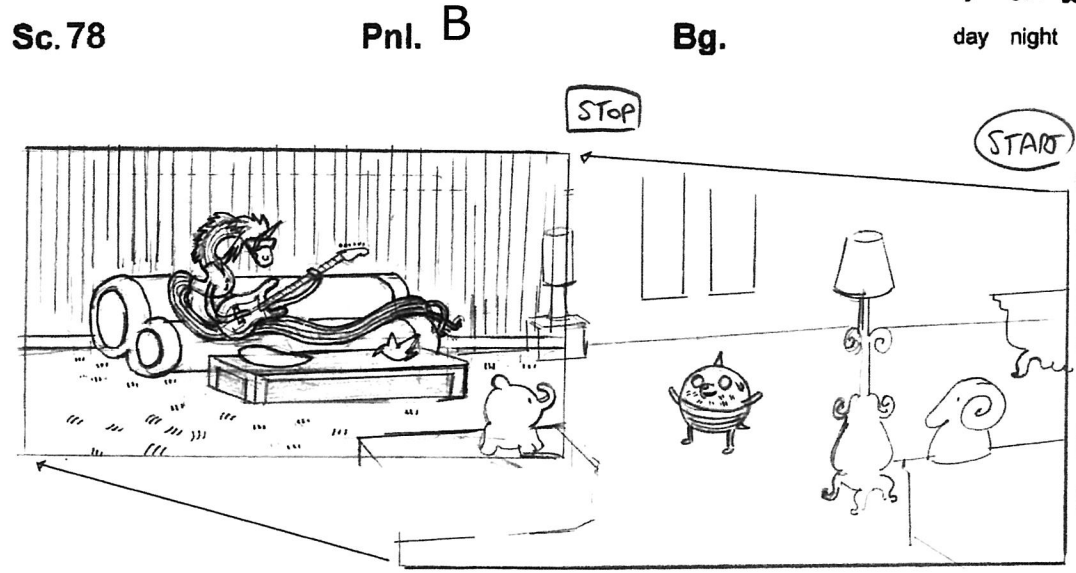
- TV LOOKS LEFT.

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ADVENTURE TIME



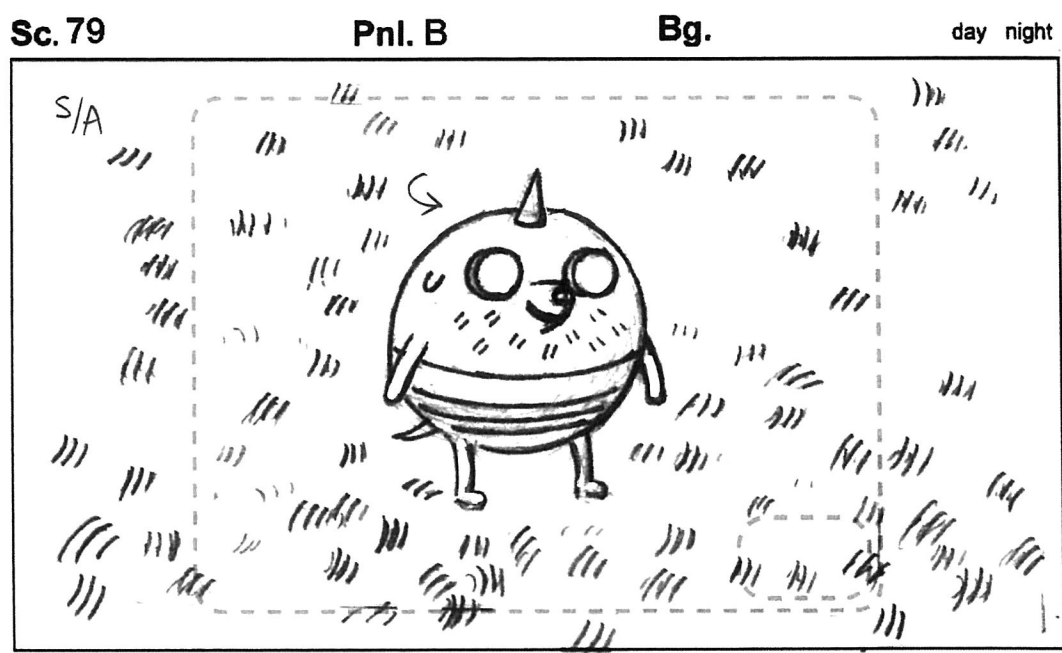
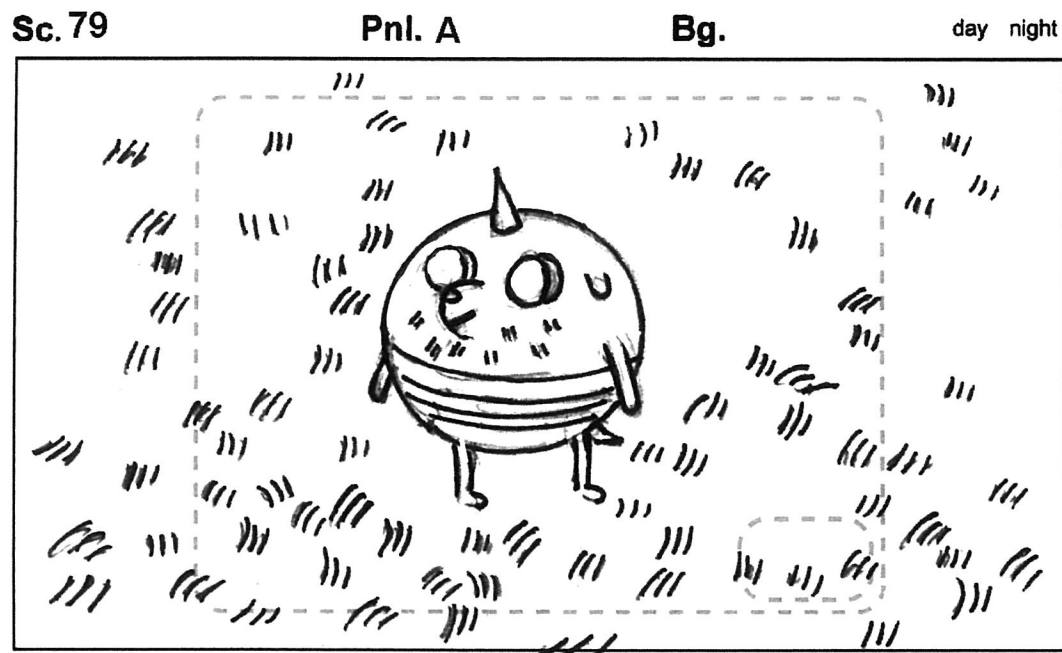
Dialog:	<p><u>Lee</u>: Well, you're a cool guy, Too, AREN'T YOU?</p> <p><u>SFX</u>: Plink plink plink [guitar]</p>
Action:	<p>Pan to Lee.</p>
Timing:	

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ADVENTURE TIME



Dialog:	<div>TV: COOL?...</div> <div>TV: Yes I am.</div>
Action:	
Timing:	

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Production :

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ADVENTURE TIME

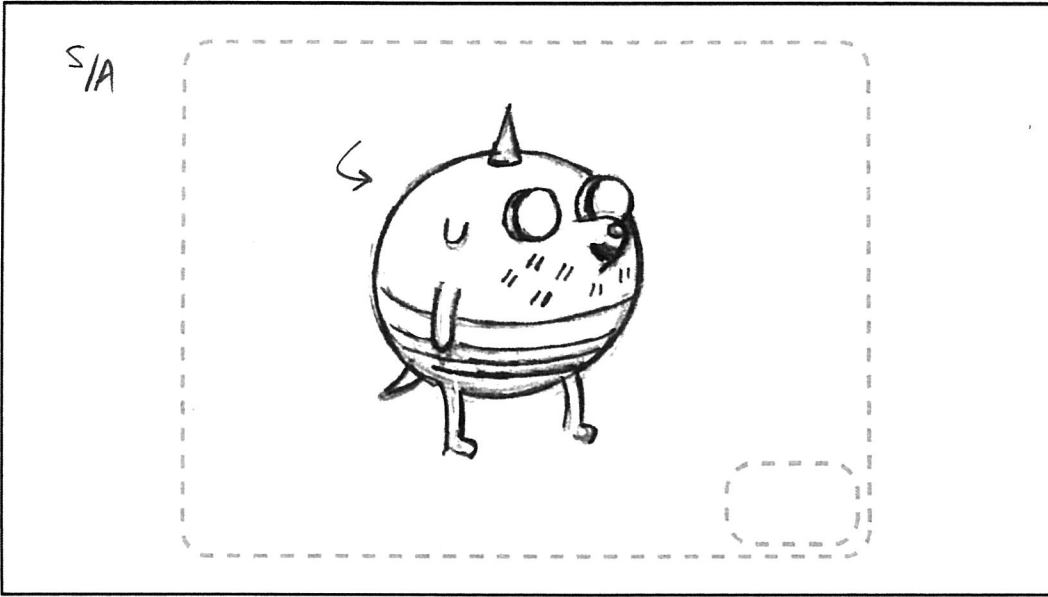


Sc. 79

Pnl. C

Bg.

day night

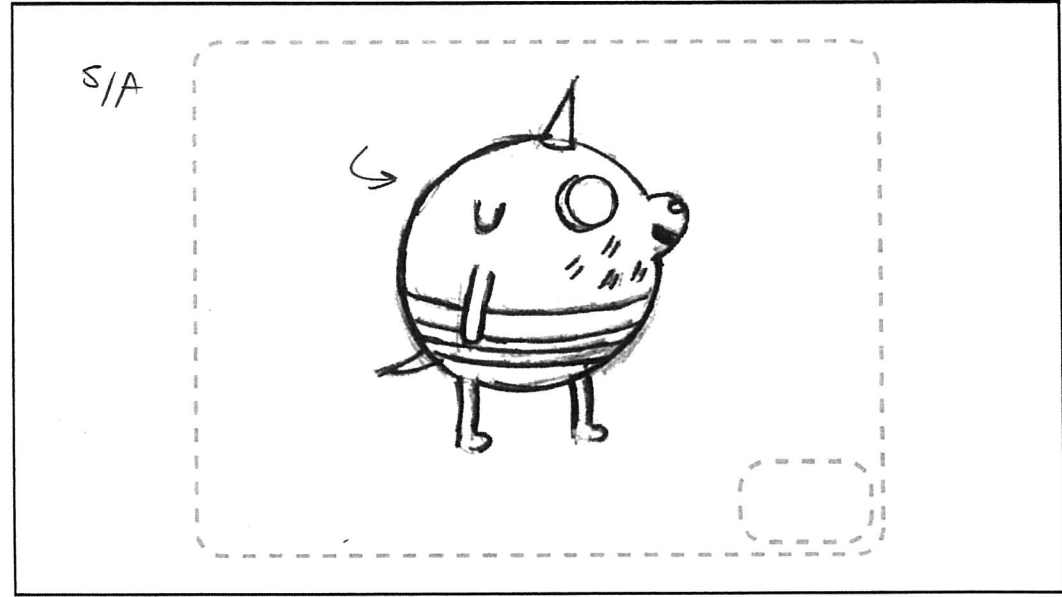


Sc. 79

Pnl. D

Bg.

day night



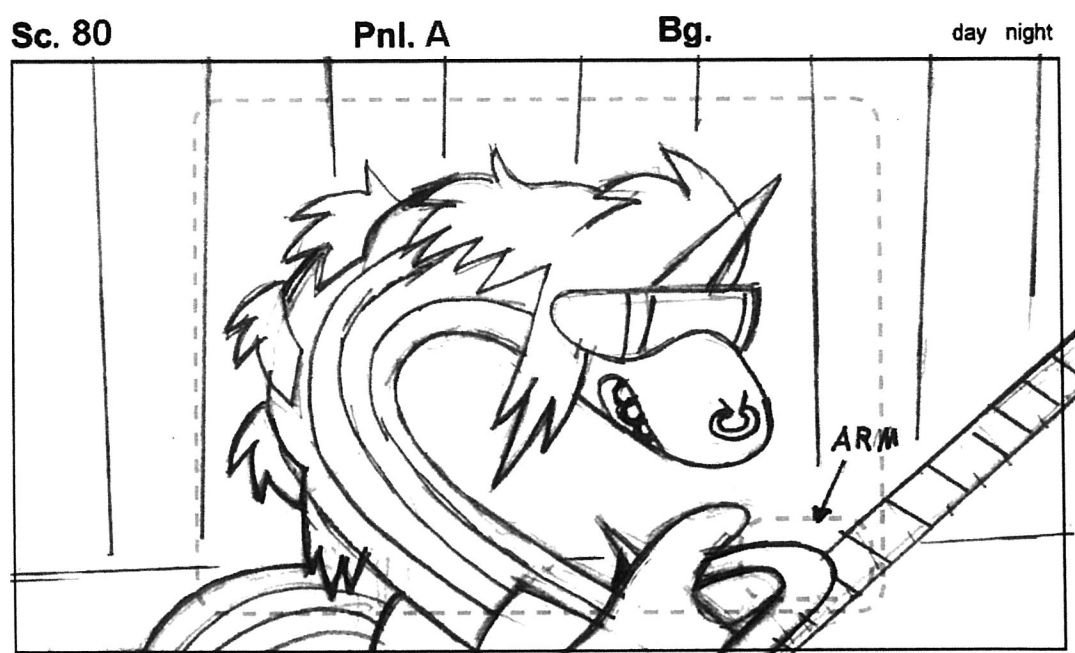
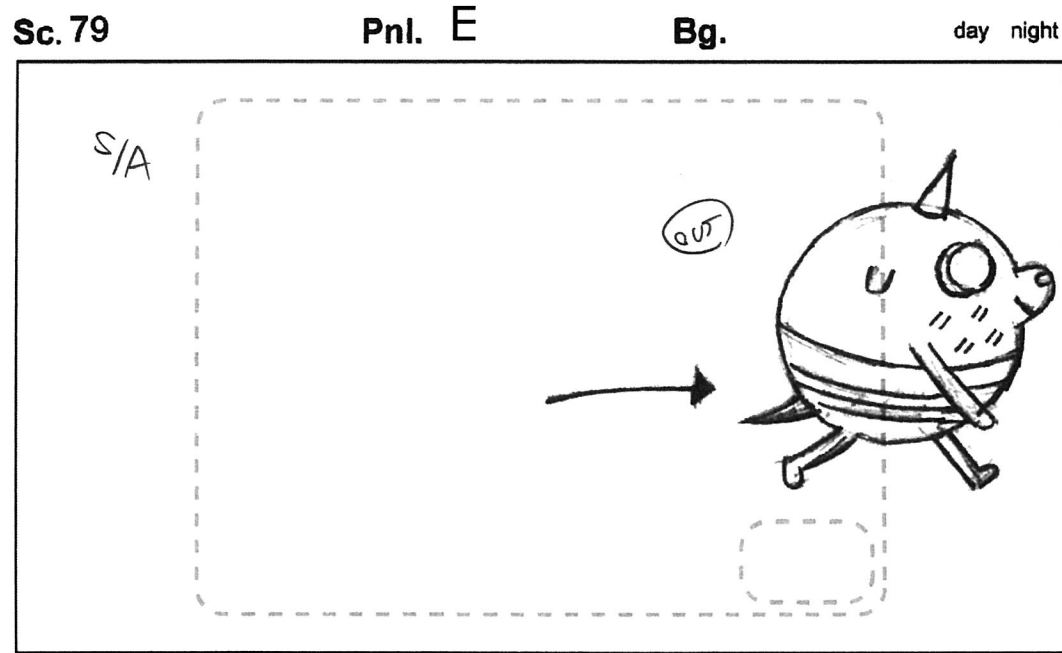
Dialog:	<u>TV:</u> How much did --	<u>TV:</u> -- this place cost? . . .
Action:		
Timing:		

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ADVENTURE TIME



Dialog:	<p><u>Lee</u>: Oh, it's not my house. I'm squatting.</p>
Action:	<p>- TV RUNS OFF/S.</p>
Timing:	

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ADVENTURE TIME



No Scs 81-83

Next pg202

Sc. 80

Pnl. B

Bg.

day night

Sc.

Pnl.

Bg.

day night

Dialog: Lee (into phone): (QUIETER) I've got him. Get the boys over here.

Action: - LEE LIFTS UP PHONE TO EAR,

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Prev. Pg196

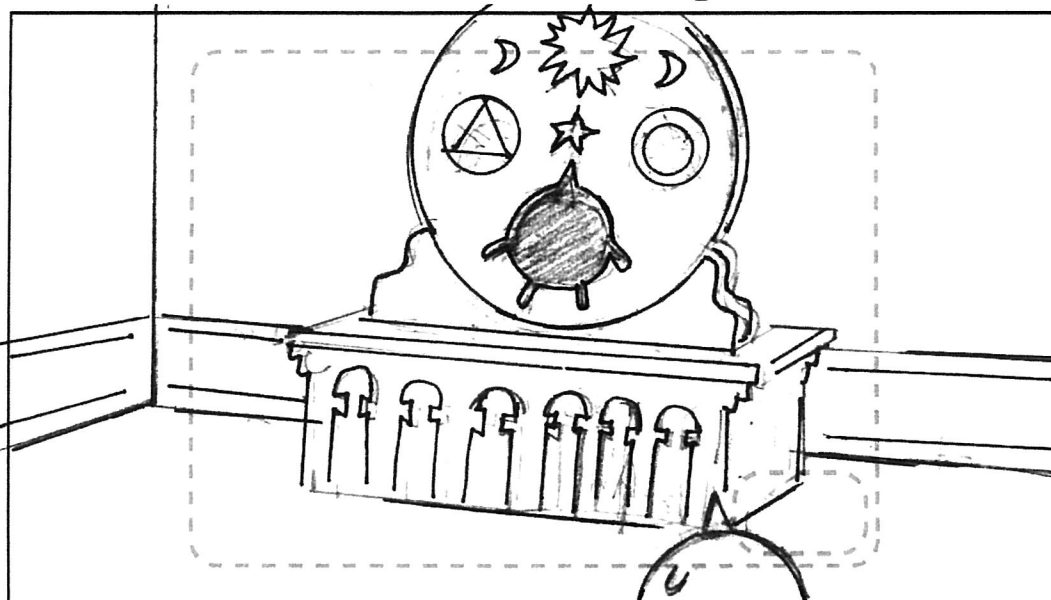
Page 202

Sc. 84

Pnl. A

Bg.

day night

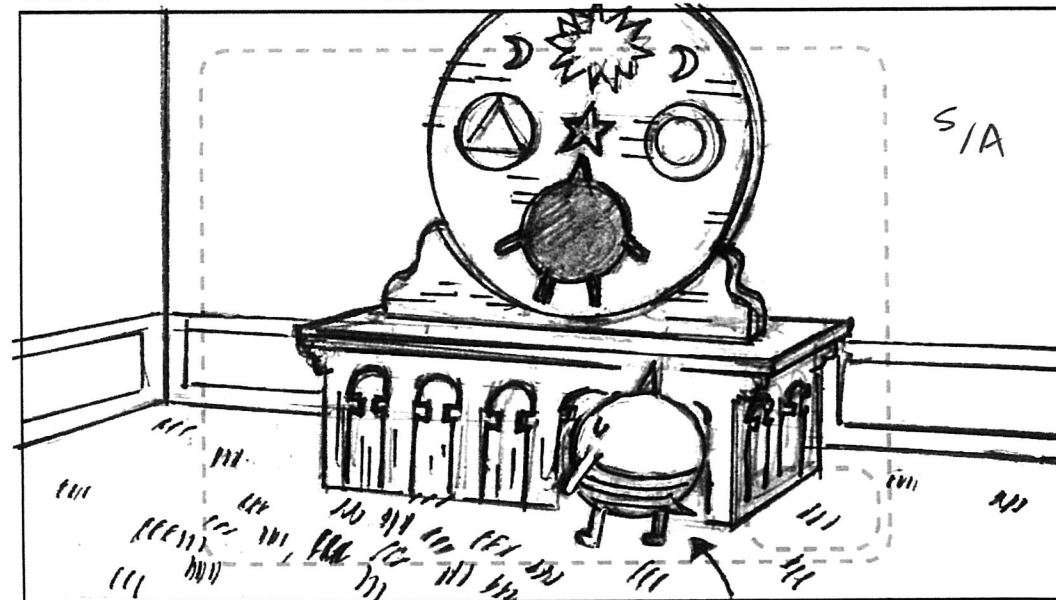


Sc. 84

Pnl. B

Bg.

day night



Dialog:

TV: Hey what's this thing?

Action:

Cut to: kind of an altar with a wheel on it with symbols on it. {Including a TV shape.}
TV enters.

-TV STOPS IN FRONT OF WHEEL.

Timing:

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Production :

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ADVENTURE TIME

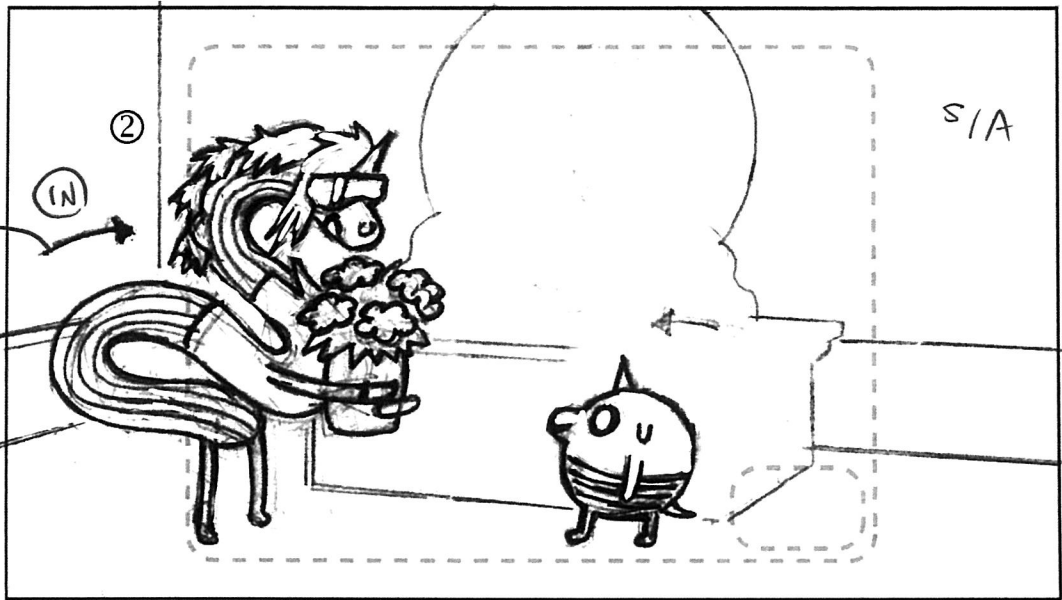


Sc. 84

Pnl. C

Bg.

day night

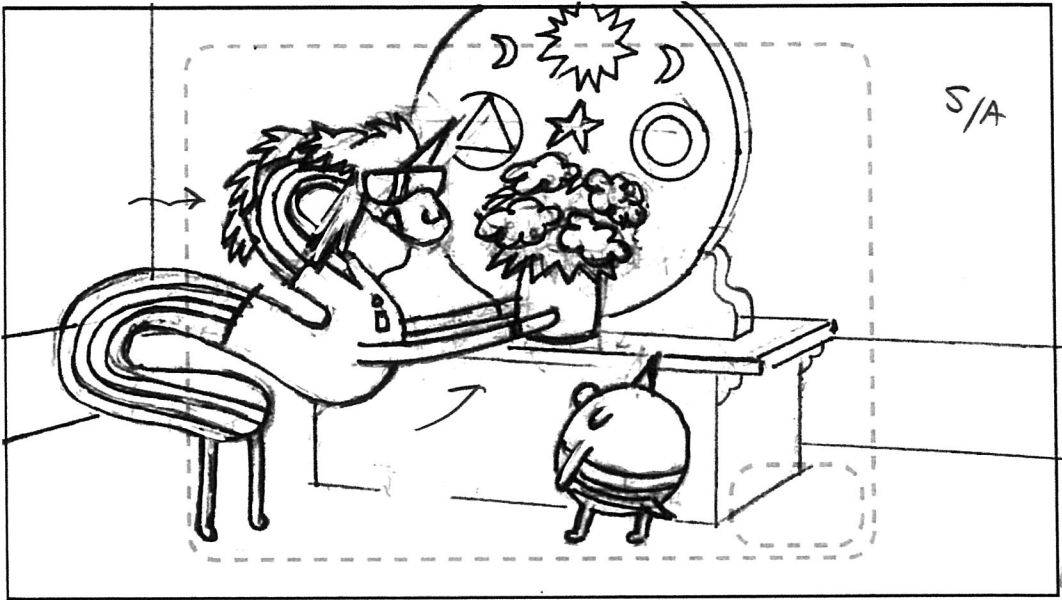


Sc. 84

Pnl. D

Bg.

day night



Dialog:

Lee: That's nothing, man.

Lee: HEM HEM ,

Action:

Lee enters, carrying a vase of flowers.

Lee puts the down the vase, in front of the TV shape.

Timing:



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ADVENTURE TIME

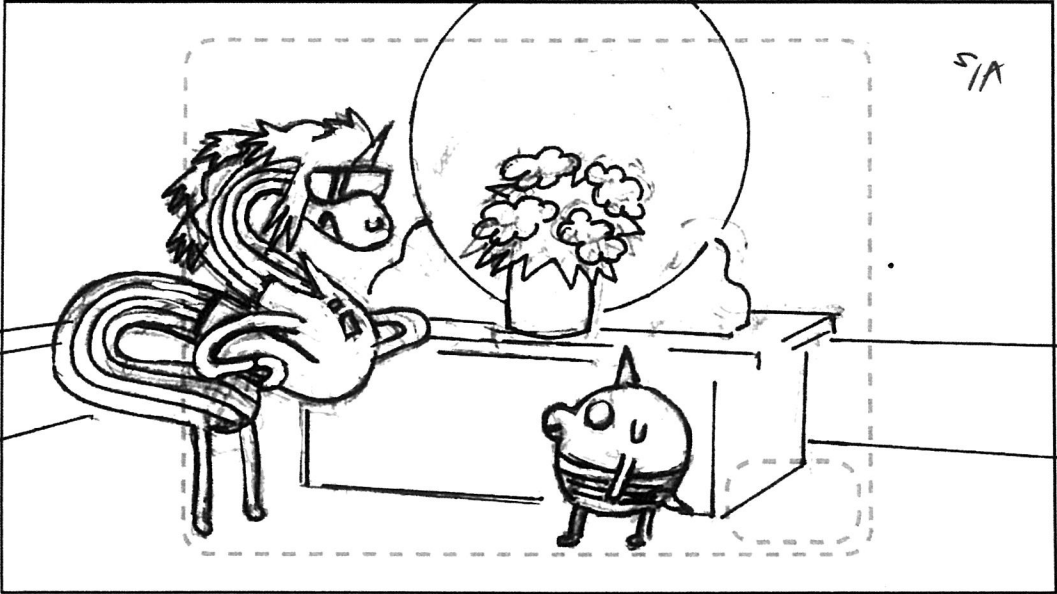


Sc. 84

Pnl. E

Bg.

day night

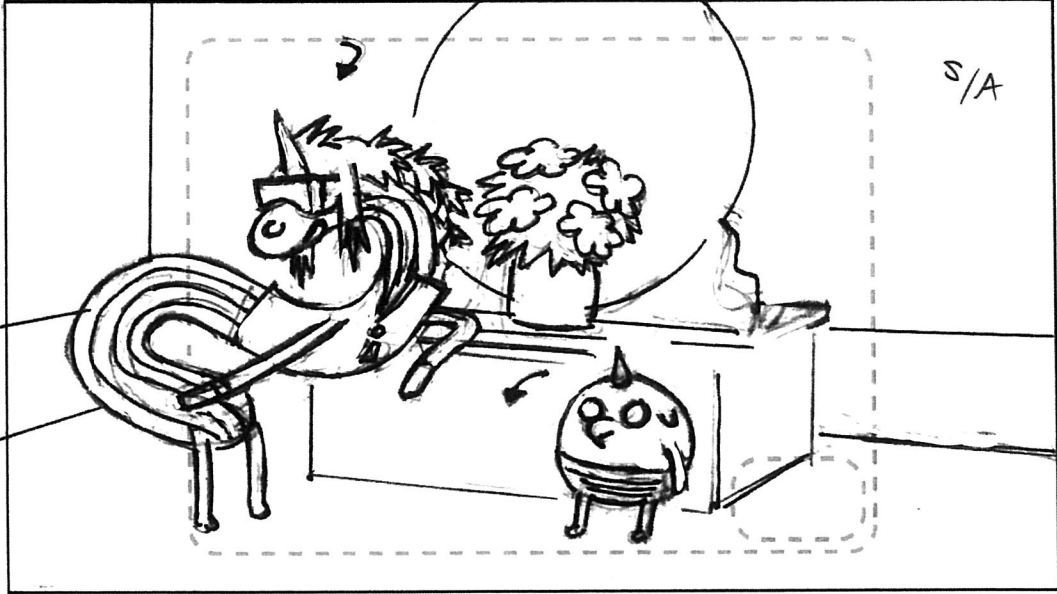


Sc. 84

Pnl. F

Bg.

day night



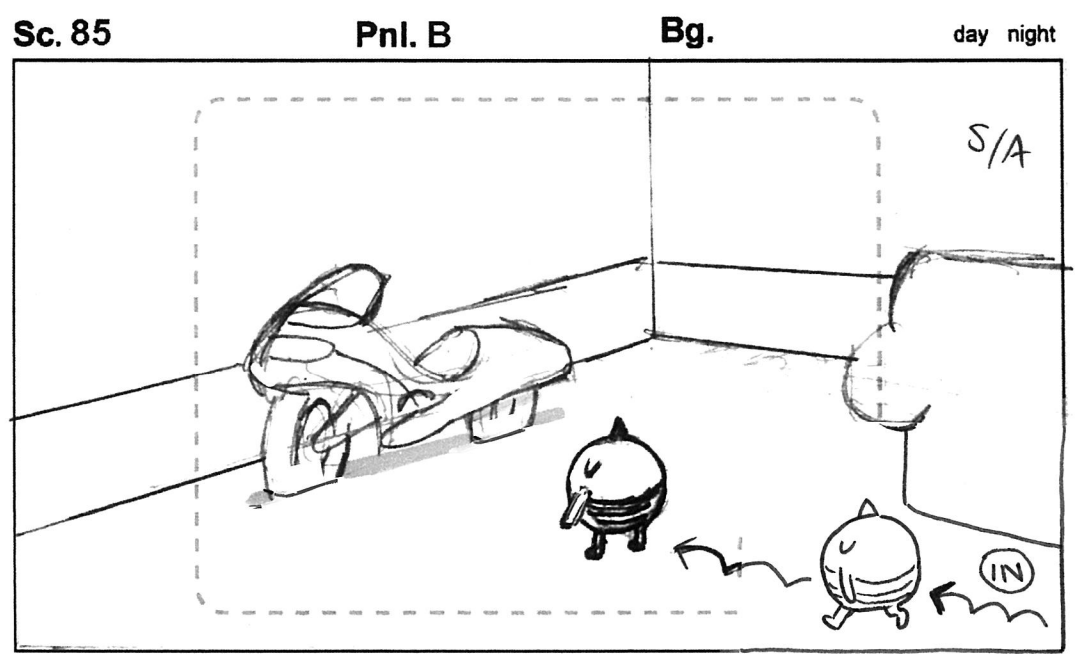
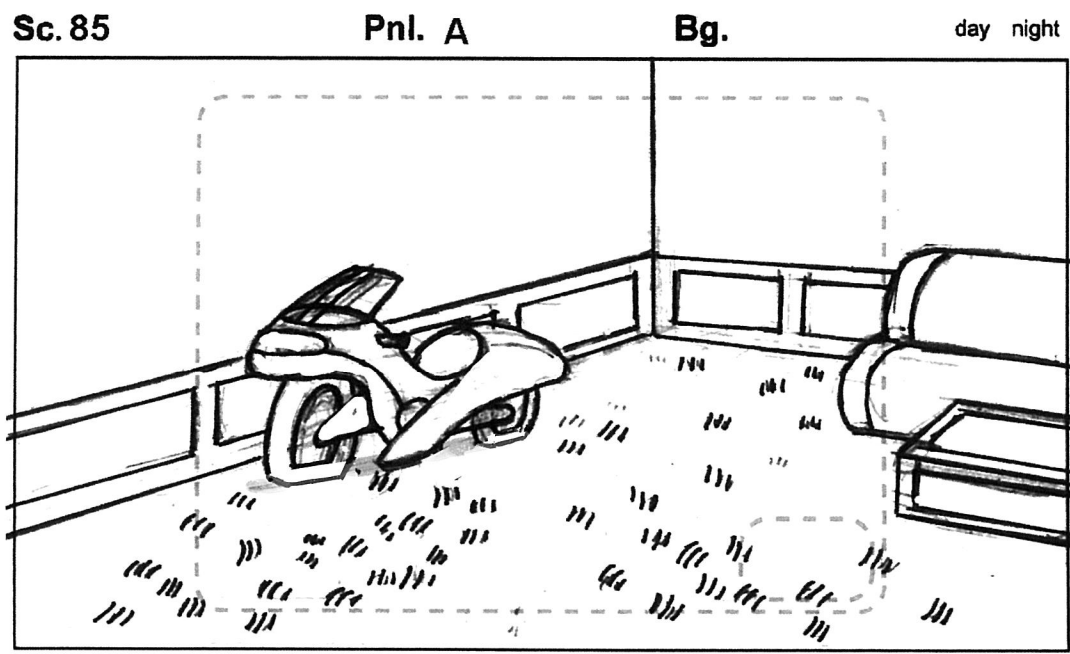
Dialog:	<u>Lee</u> : Hey, wanna get on the back of --	<u>Lee</u> : -- my motorbike again?
Action:		
Timing:		

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Dialog:	<u>TV</u> : Ha ha, yeah!	<u>Lee (O.S.)</u> : I'll show you how --
Action:	Cut to: The motorbike, at the other end of the room.	TV enters, followed by Lee.
Timing:		

EPISODE # 1034-232
Production :

ADVENTURE TIME



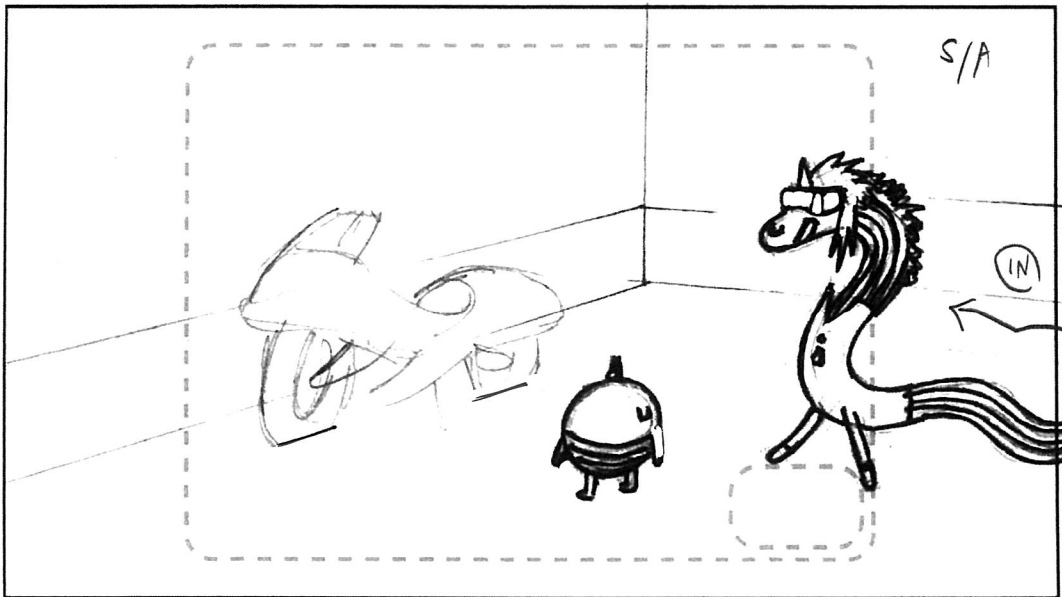
Page 206

Sc. 85

Pnl. C

Bg.

day night

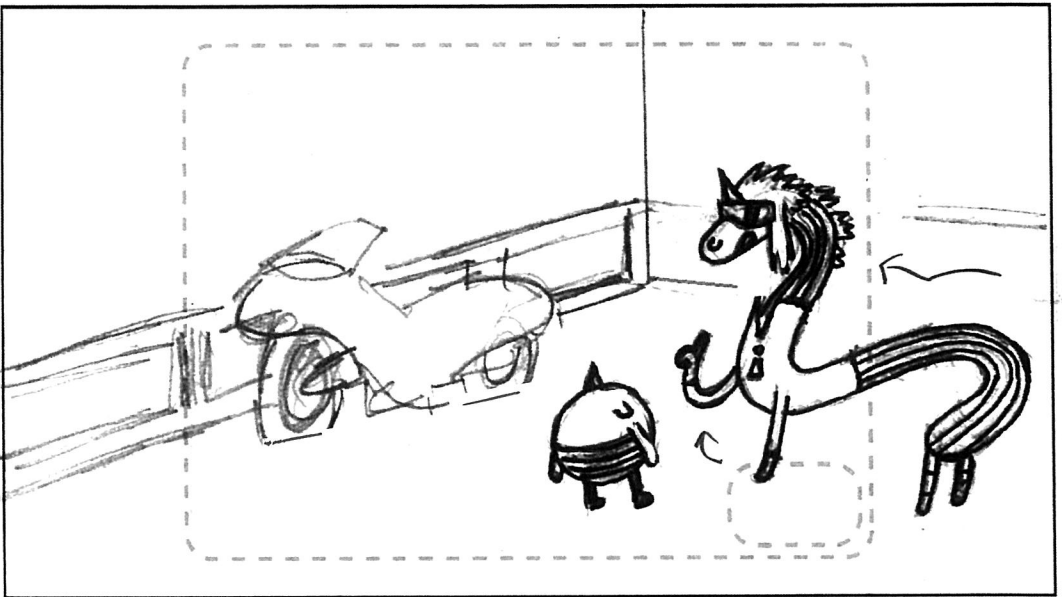


Sc. 85

Pnl. D

Bg.

day night



Dialog:

Lee: -- to do a --

Lee: -- wheelie!

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



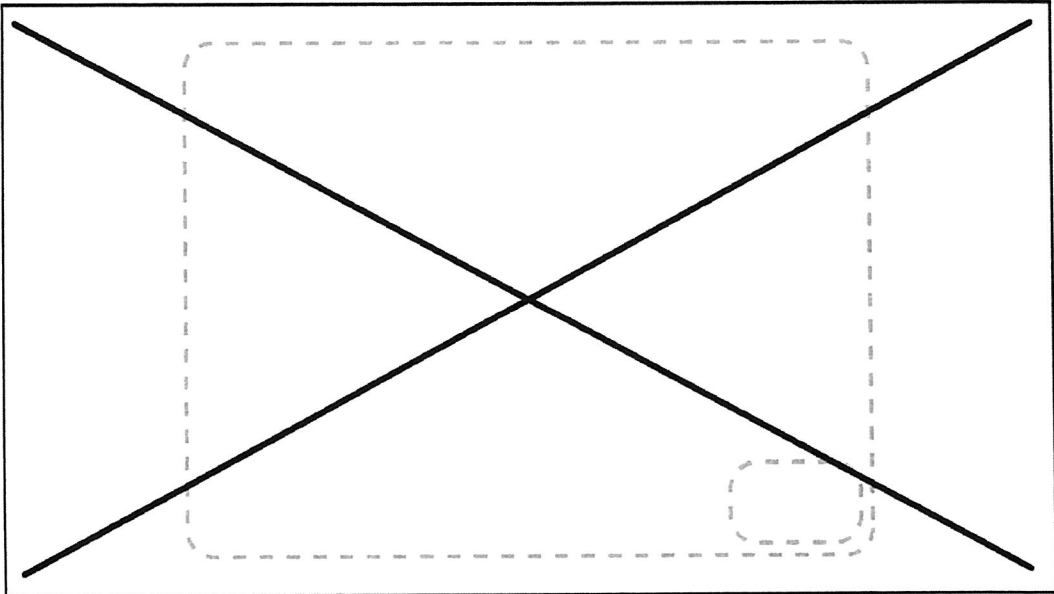
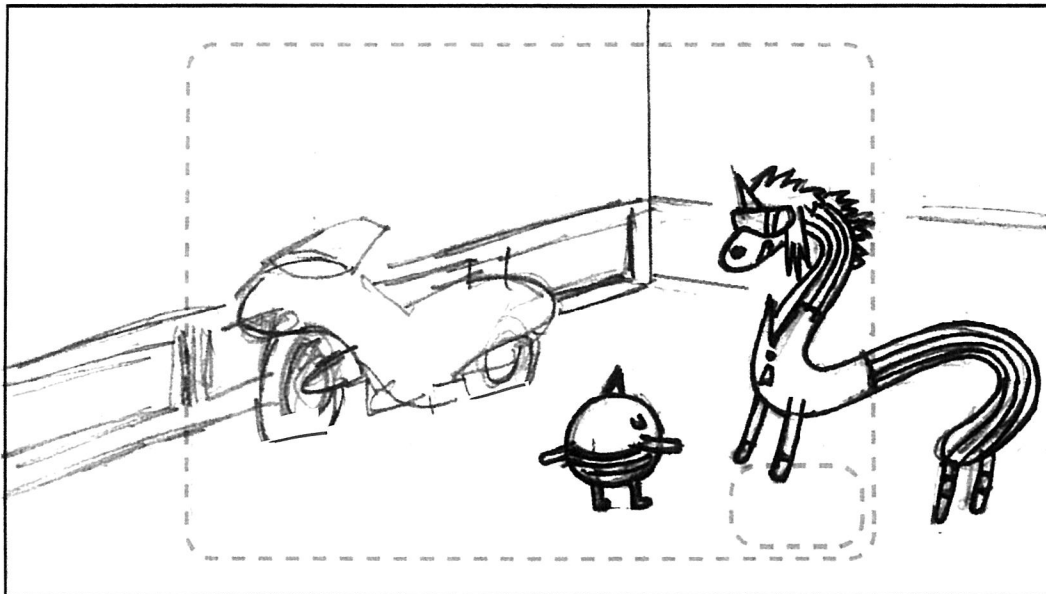
Page 207

Sc. 85

Pnl. E

Bg.

day night



Dialog: <u>TV (singing):</u> WHOA, A WHEELIE! ♪ I'VE GOT A NEW BEST FRIEND ...♪
Action:
Timing:

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EPISODE # 1034-232

Production :

ADVENTURE TIME



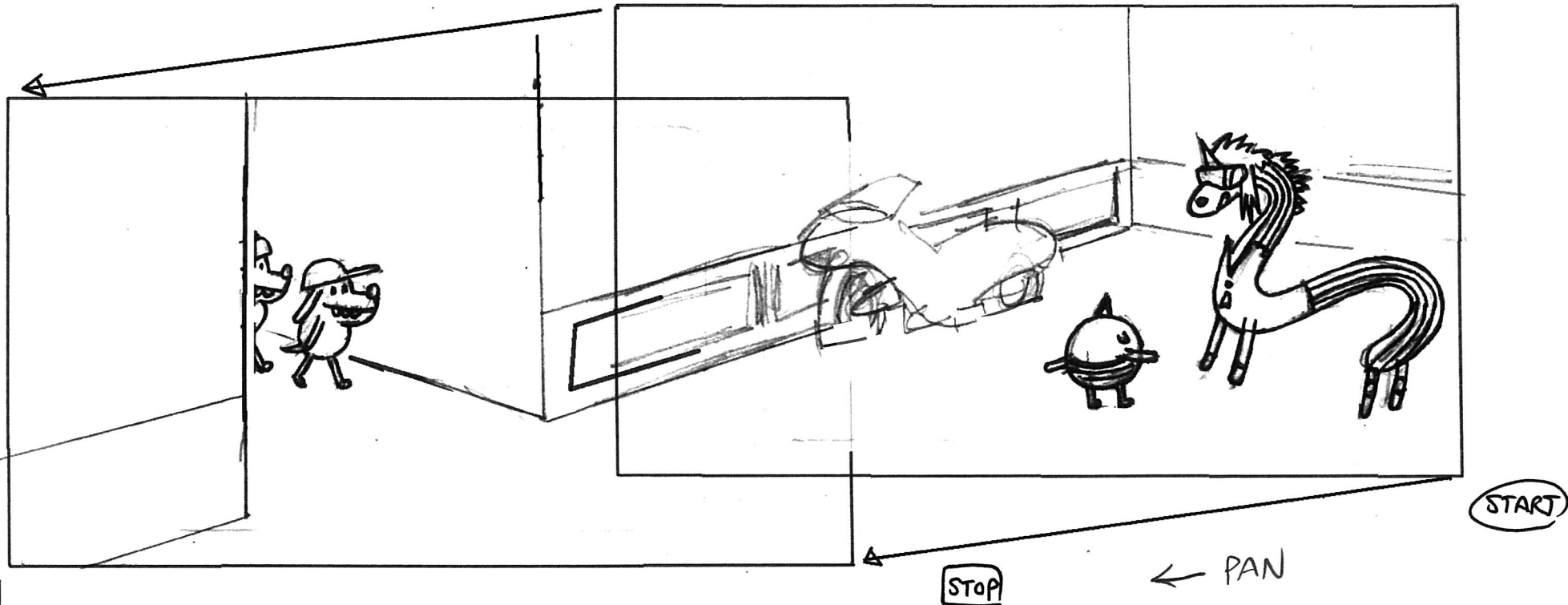
Page 208

Sc. 85

Pnl. F

Bg.

day night



Action: Pan over to: Dogs entering through the hallway.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



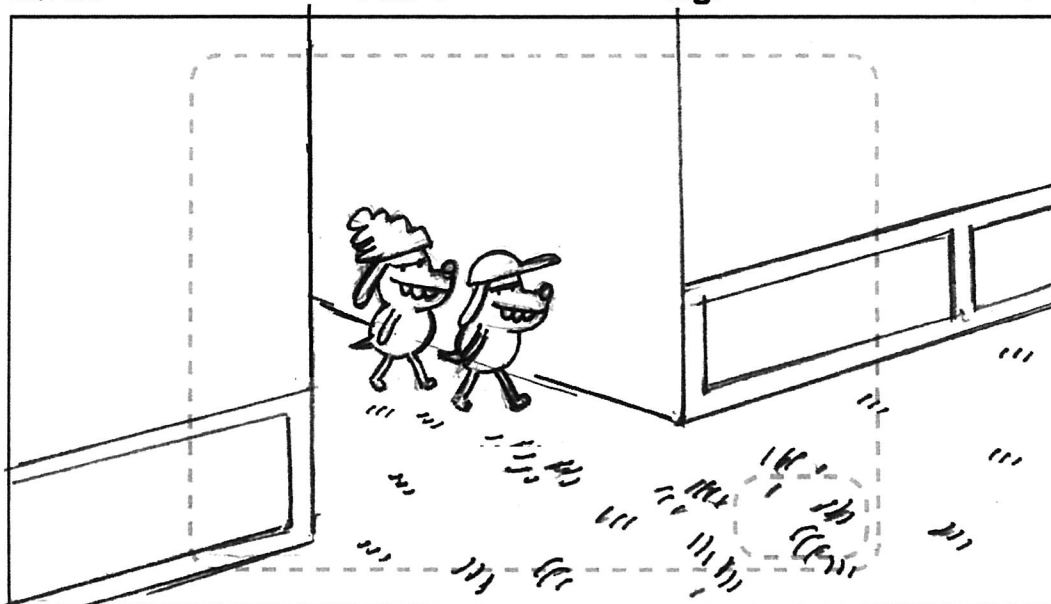
Page 209

Sc. 85

Pnl. G

Bg.

day night

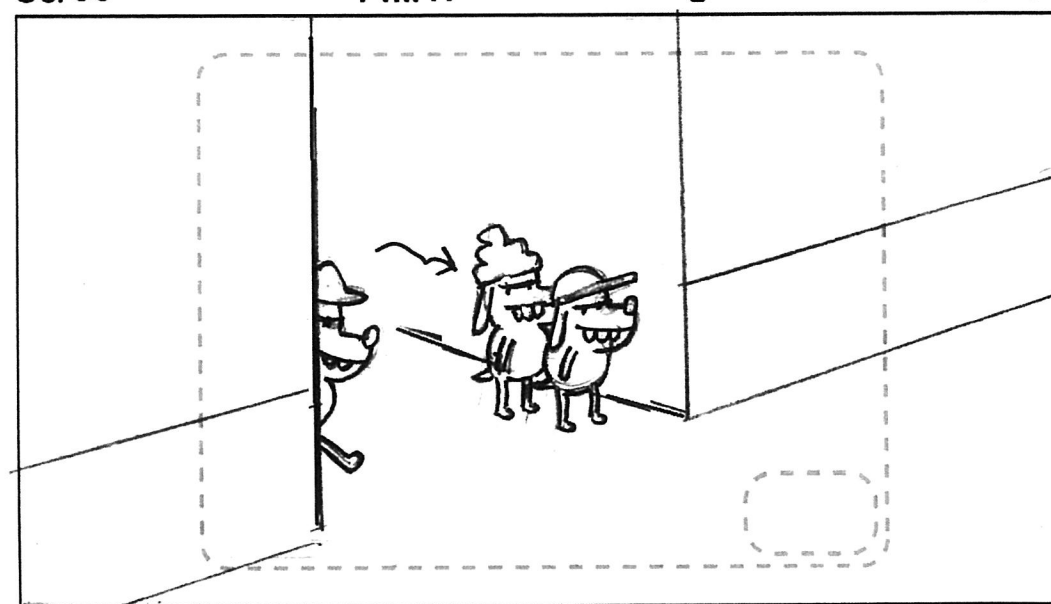


Sc. 85

Pnl. H

Bg.

day night



Dialog:

Lee (singing): . . . named . . .

Lee (singing): . . . Lee!

Action:

Timing:

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Production :

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ADVENTURE TIME



No Scs 86-87

Next Pg217

Page 210

Sc. 85	Pnl. I	Bg.	day night	Sc.	Pnl.	Bg.	day night

Dialog:		
Action:	Dog waves to Lee.	On the top of a crystal hill, in the Crystal Dimension.
Timing:		

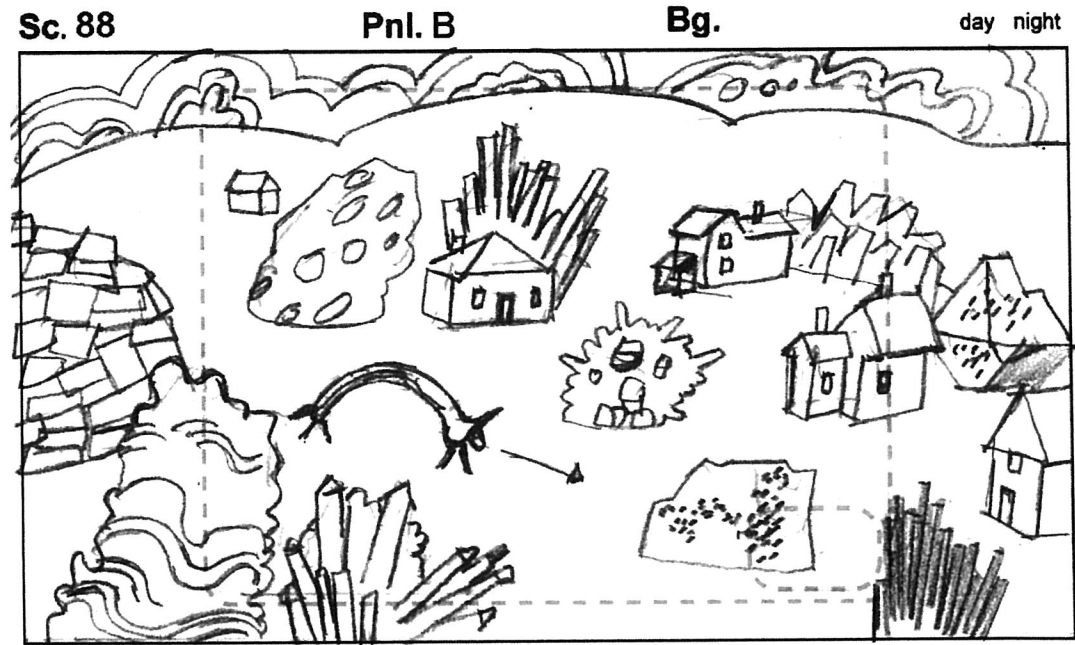
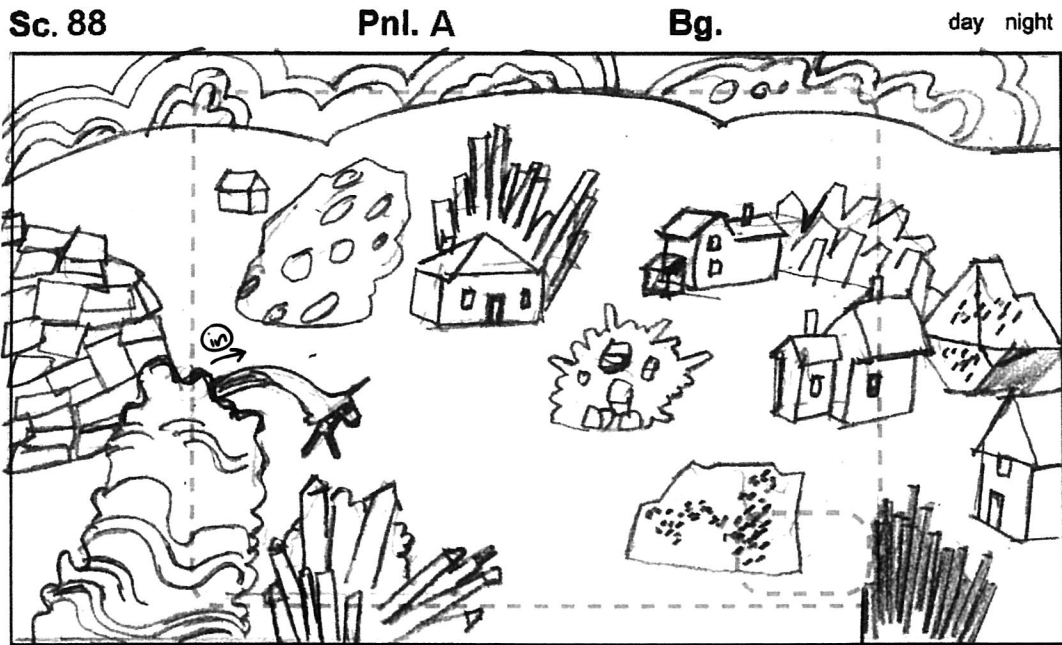
EPISODE # 1034-232

Production :

ADVENTURE TIME



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Dialog:	
Action:	LR walks away from the crystal hill, and through the outskirts of a dumpy suburb.
Timing:	

EPISODE # 1034-232

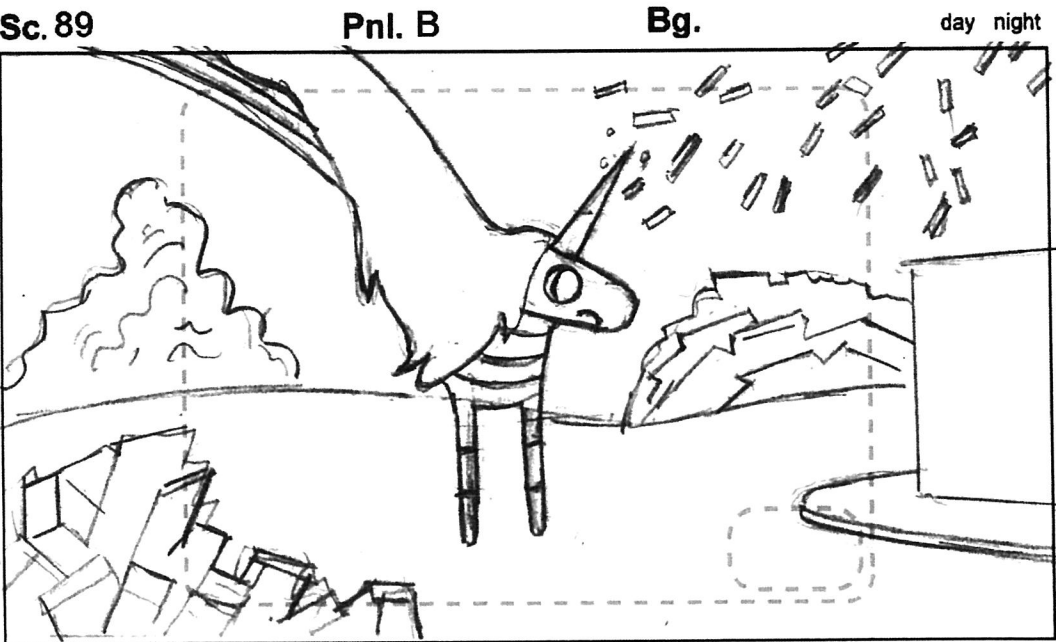
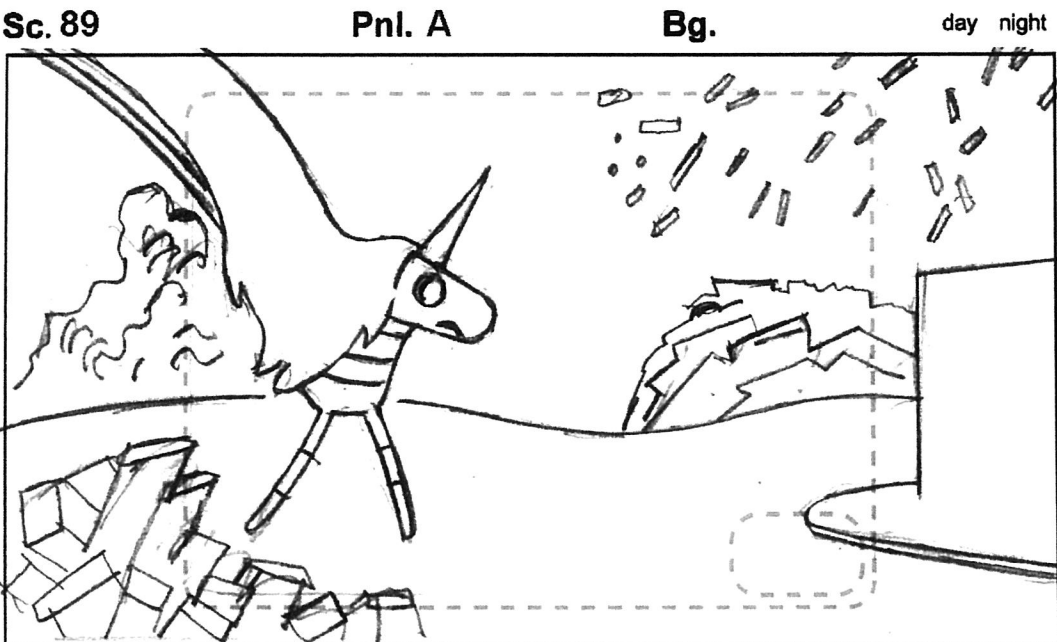
Production :

ADVENTURE TIME



Page 218

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Dialog:	
Action:	LR walks into scene, near a wall.
	LR stops, looking at the wall.
Timing:	

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ADVENTURE TIME



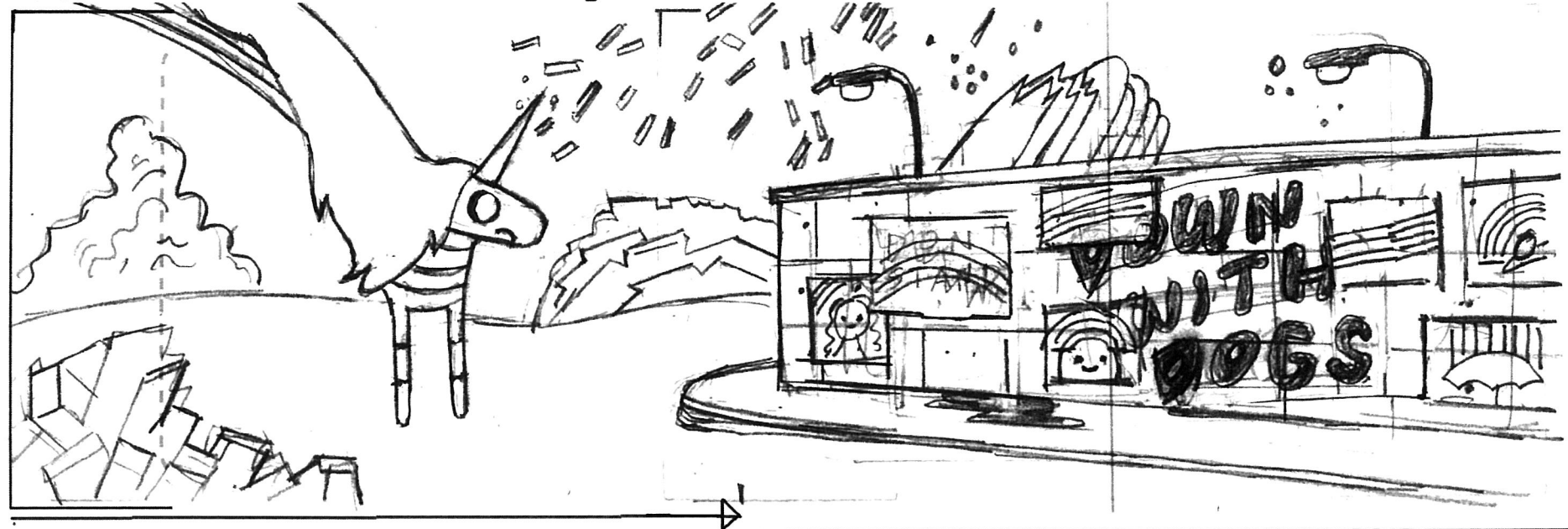
Stop →

Sc. 89

Pnl. C

Bg.

day night



Dialog:
Action: PAN TO: Old graffiti on the wall.
Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 220

Sc. 89

Pnl. D

Bg.

day night

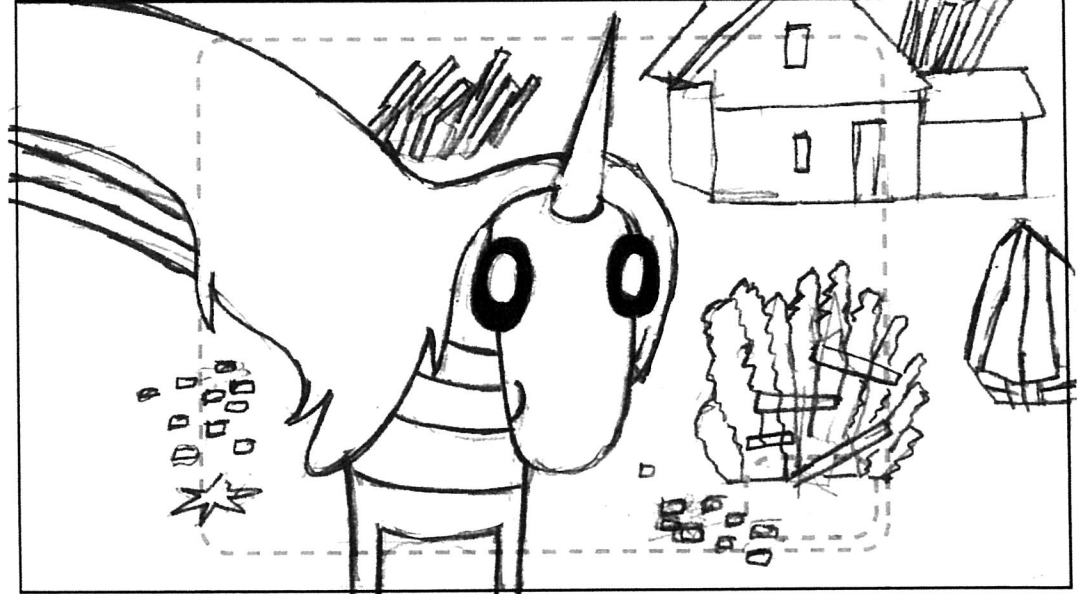


Sc. 90

Pnl. A

Bg.

day night



Dialog:

Action:

On the wall.
Old graffiti is partly covered up, by newer
posters, of rainbow themes.

- On LR, looking at the wall.

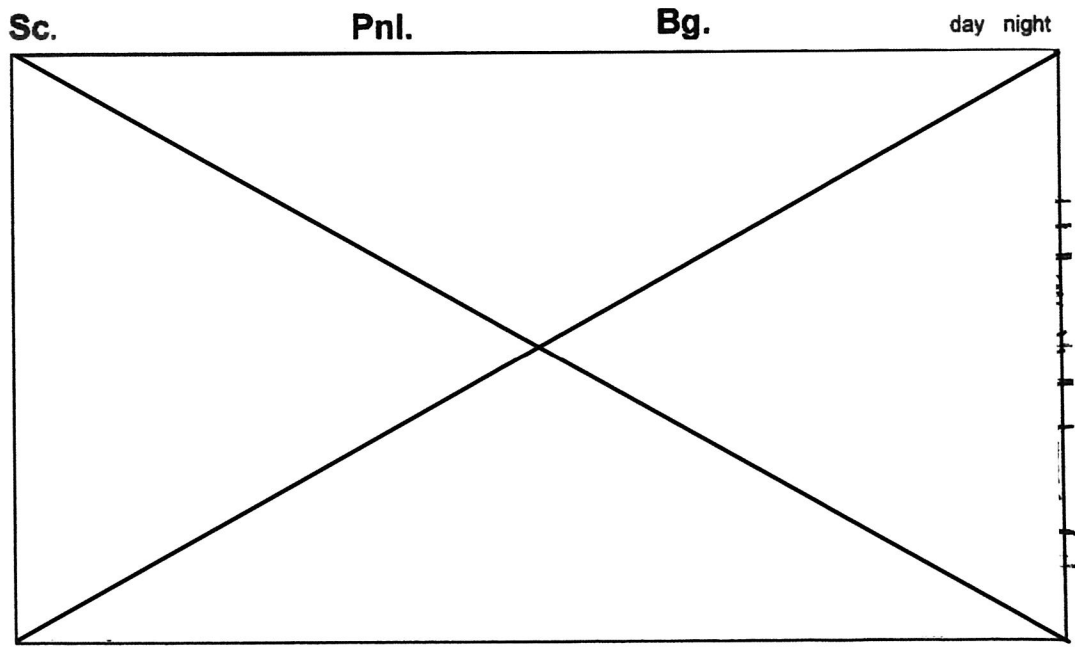
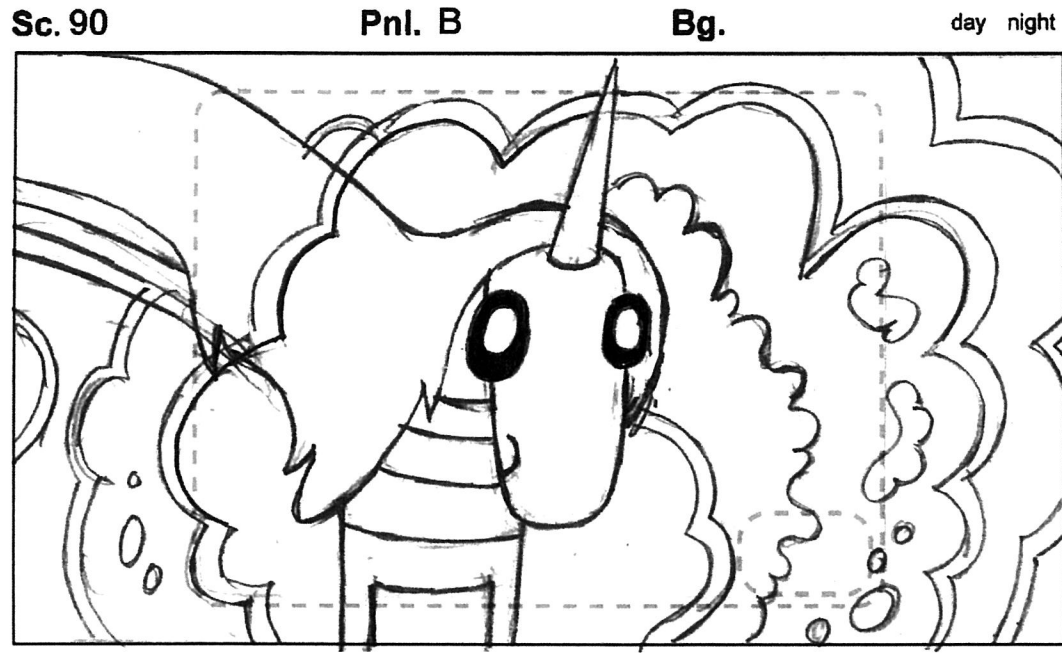
Timing:

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ADVENTURE TIME



Dialog:

Action: Diss. (with groovy crystal graphics) to a flashback.

Timing:

On Lee and LR, years ago, at the wall.
Lee is spraying LETTERS WITH HORN

During the flashback scenes, Lee is wearing a beret and LR has flowers in her hair.

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page **221A**

Sc. 9 |

Pnl. A

Bg.

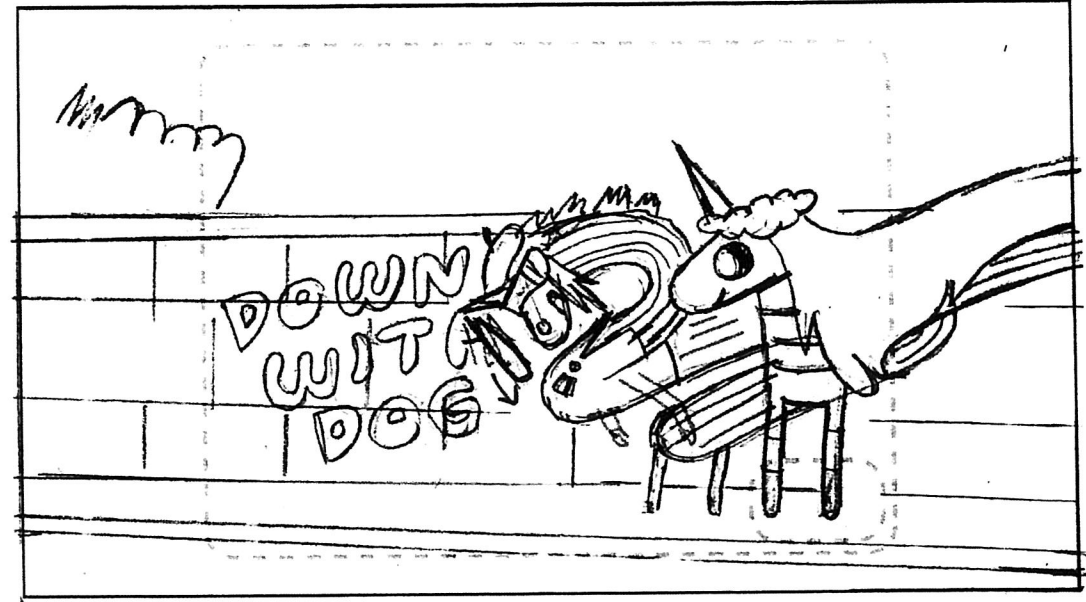
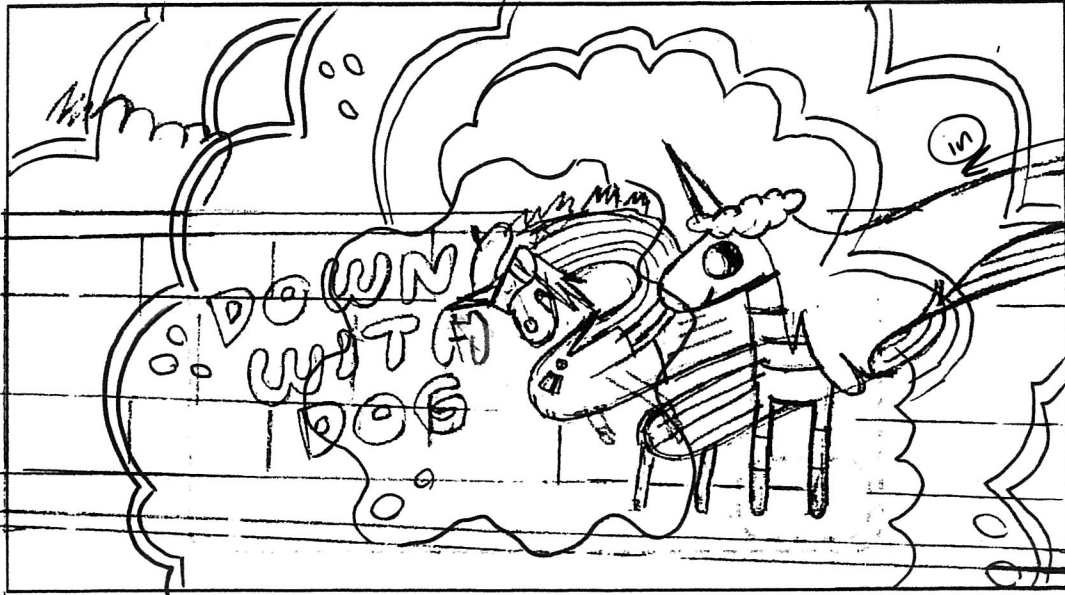
day night

Sc. 91

Pnl. B

Bg.

day night



Dialog:

SFX:
CHYUU

Action:



DISS.

(GROOVY CRYSTAL GRAPHICS

Timing:

During the flashback scenes, Lee is wearing a beret and LR has flowers in her hair.

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 222

Sc. 91

Pnl. C

Bg.

day night

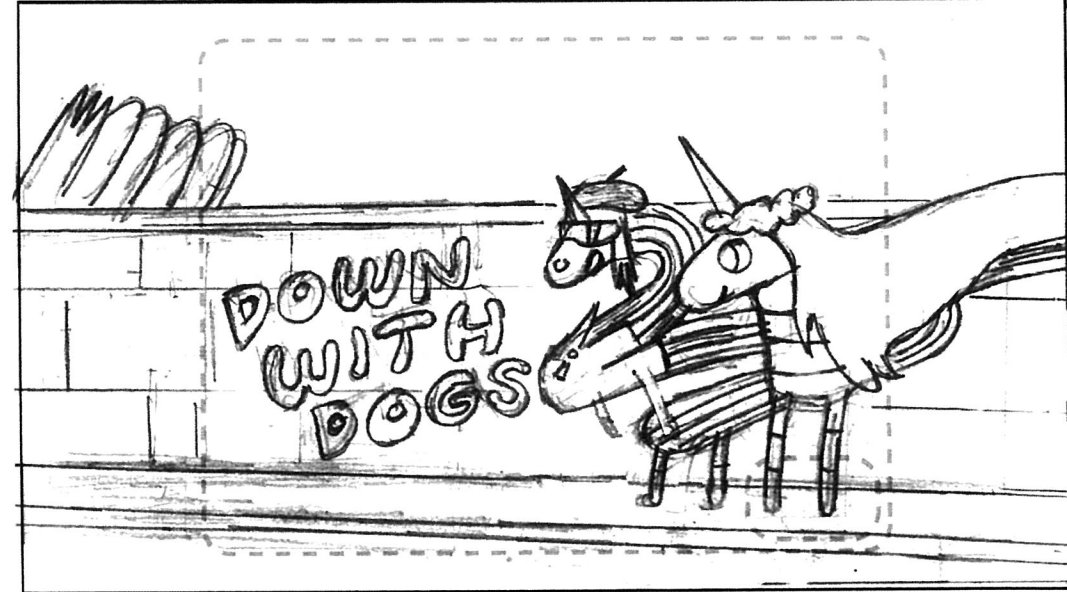


Sc. 91

Pnl. D

Bg.

day night



Dialog:

Lee: This is what I think about dogs, baby.

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

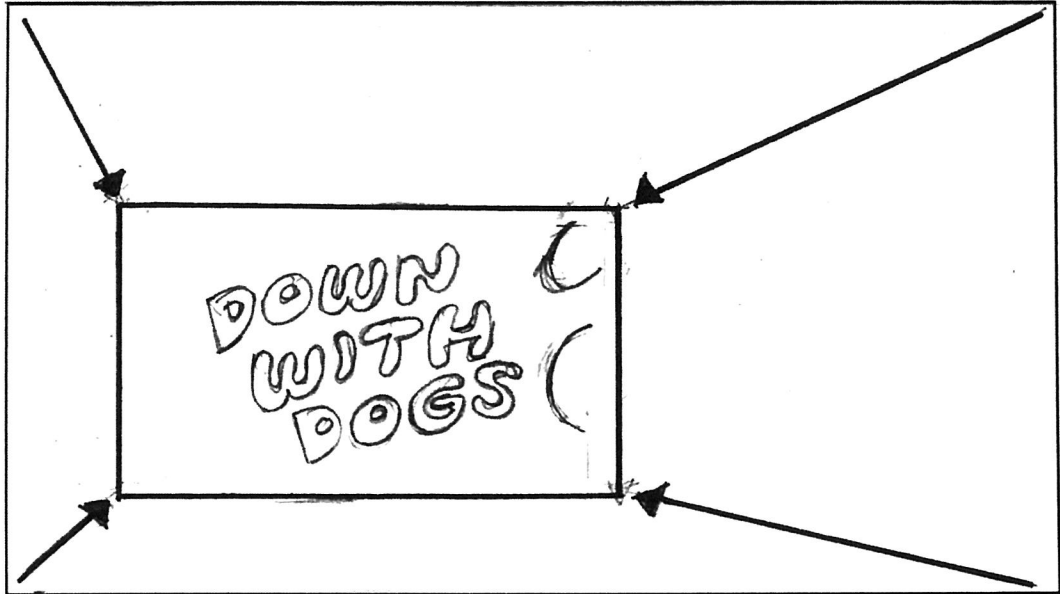


Sc. 91

Pnl. E

Bg.

day night

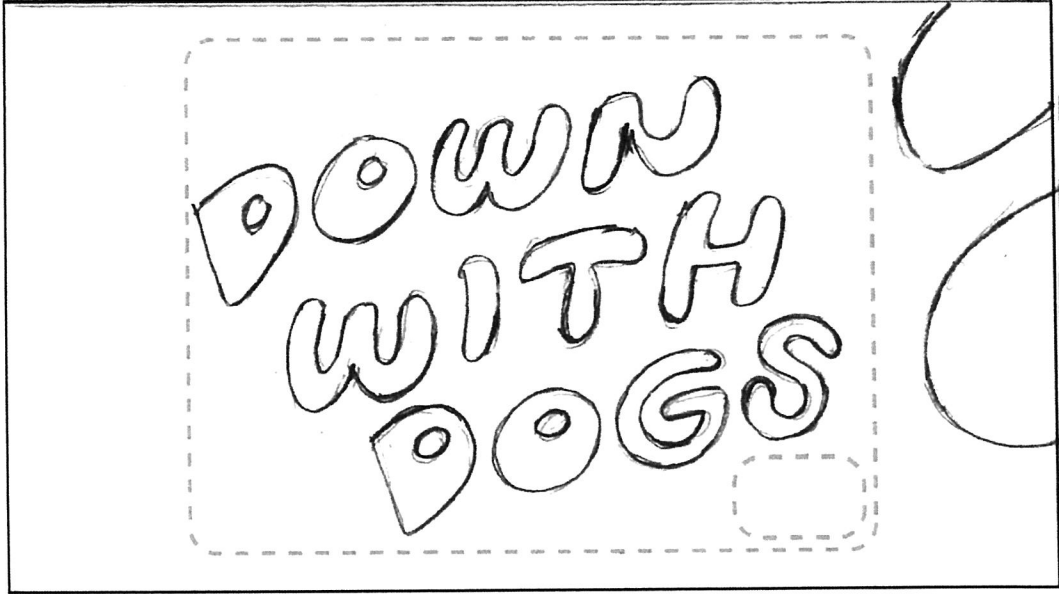


Sc. 91

Pnl. F

Bg.

day night



Dialog:

Action:

T.I. on graffiti.

Timing:

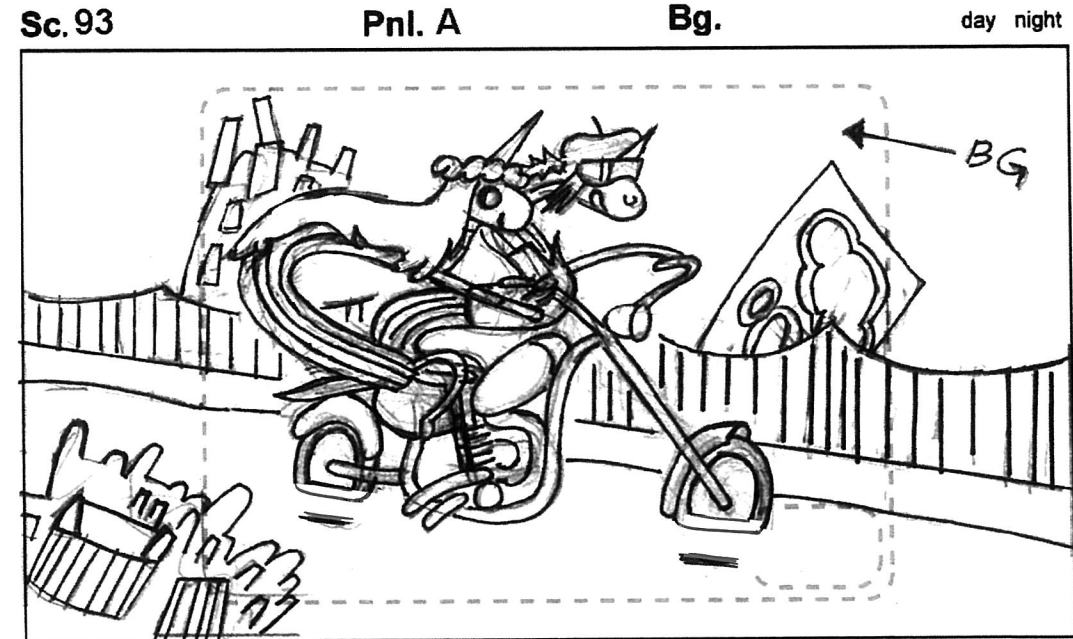
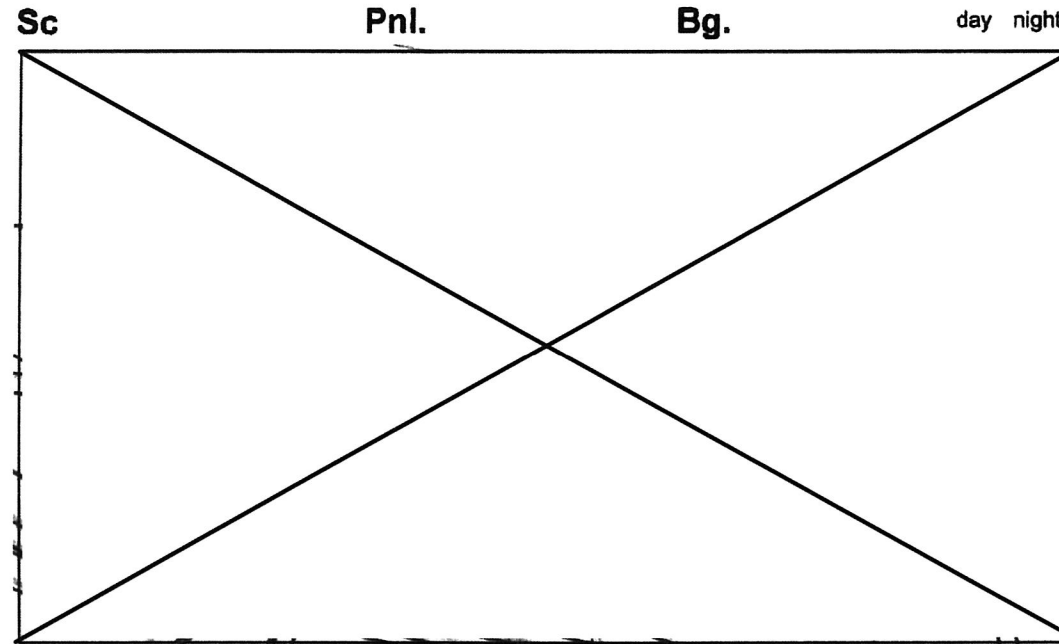
EPISODE # 1034-232

Production :

ADVENTURE TIME



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Dialog:
SFX: Vrooom! [Motorcycle]
Biker music.
Lee: Ha ha ha YEAH !!

SFX: Vrooom.
Biker music.

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



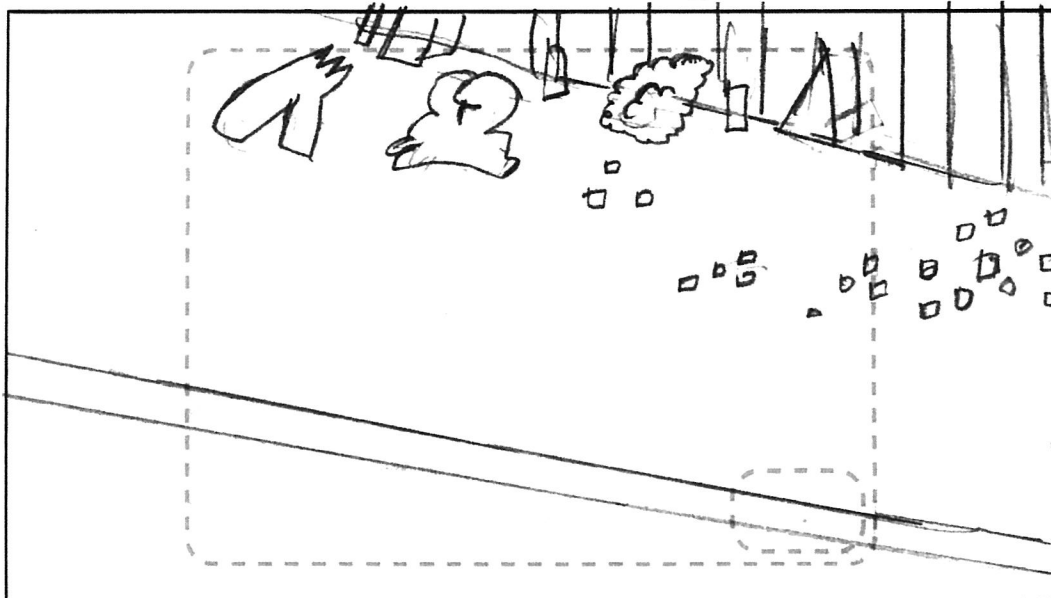
Page 225

Sc. 94

Pnl. A

Bg.

day night

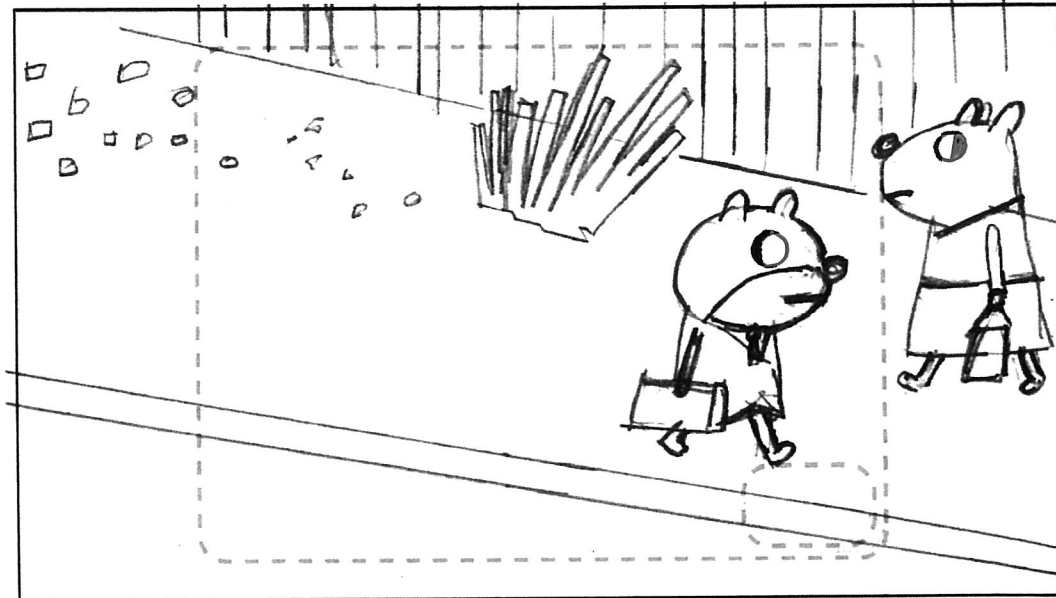


Sc. 94

Pnl. B

Bg.

day night



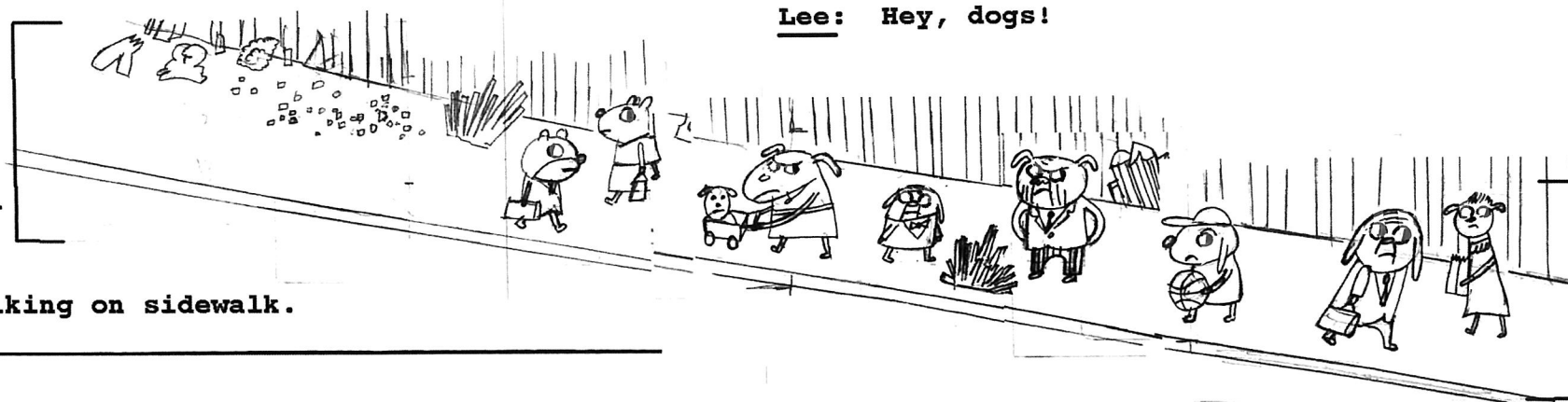
Dialog:

Action:

POV from the motorcycle.
Pan past dogs who are walking on sidewalk.

Timing:

Lee: Hey, dogs!



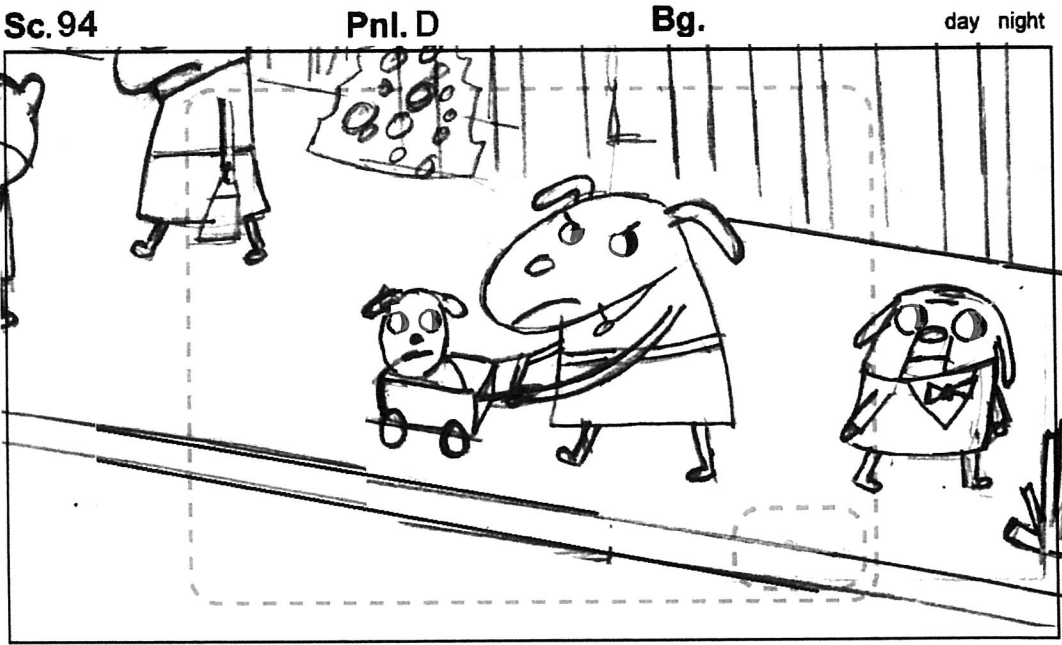
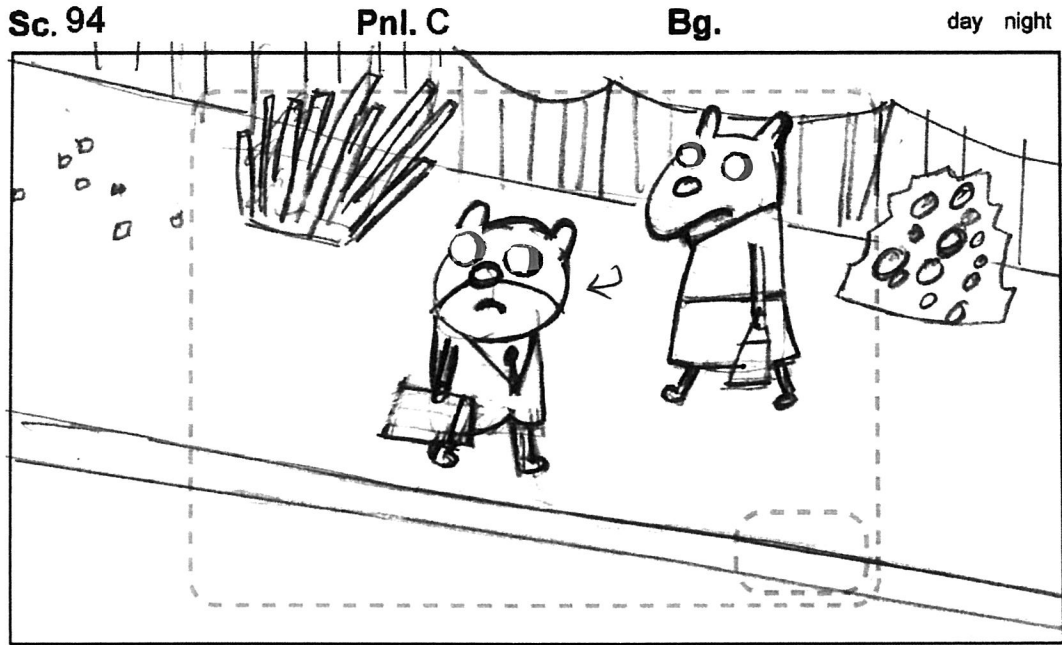
EPISODE # 1034-232

Production :

ADVENTURE TIME



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Dialog:	<u>Lee</u> : Hey!	<u>Lee</u> : You're stupid! Yeah, you! (0/5)
Action:	-DOGS TURN,	
Timing:		

EPISODE # 1034-232

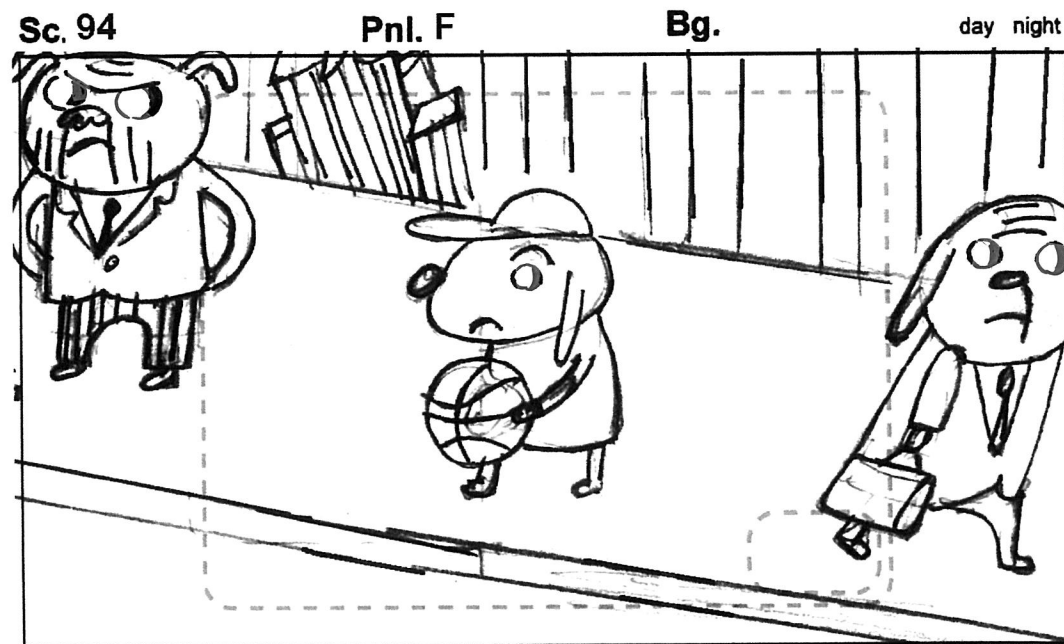
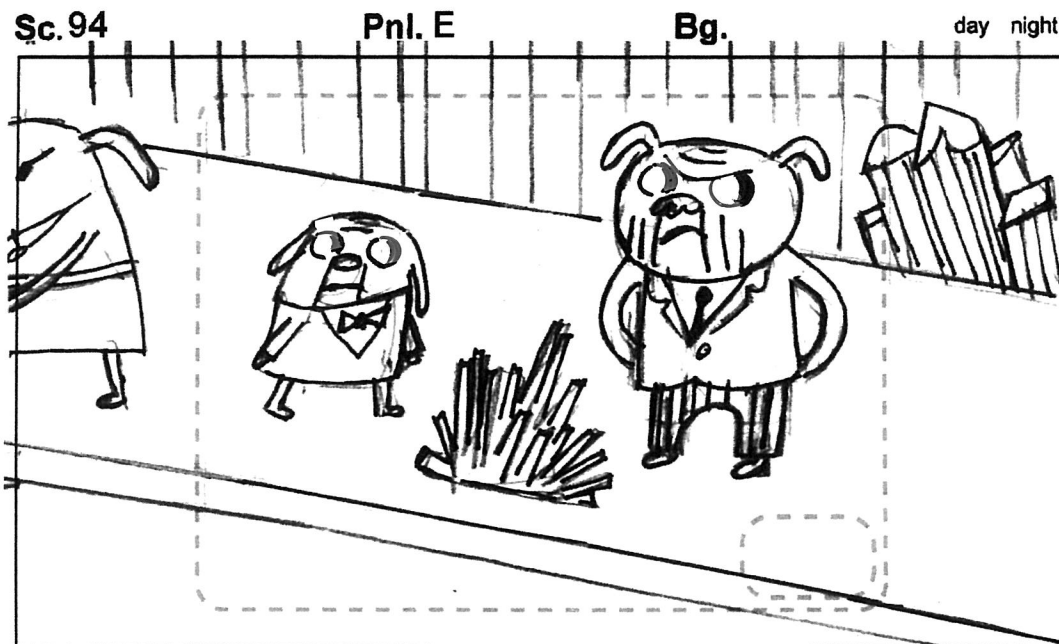
Production :

ADVENTURE TIME



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Dialog:

(0/5)
Lee: Bow wow wow . . .

Lee: . . . wow wow wow!

Action:

- LEE BARKS AT DOGS.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 228

Sc. 94

Pnl. G

Bg.

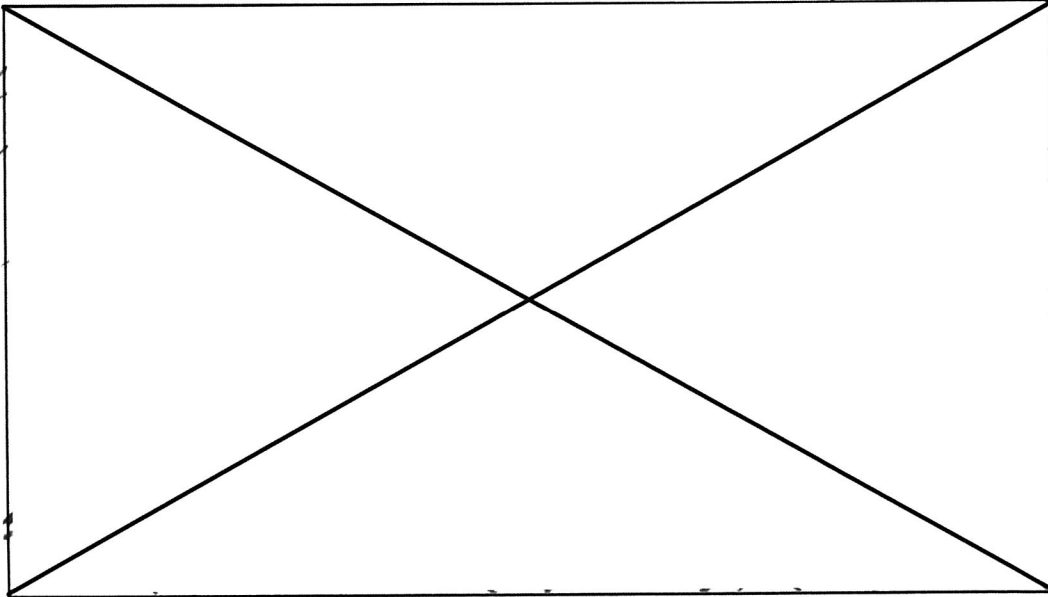
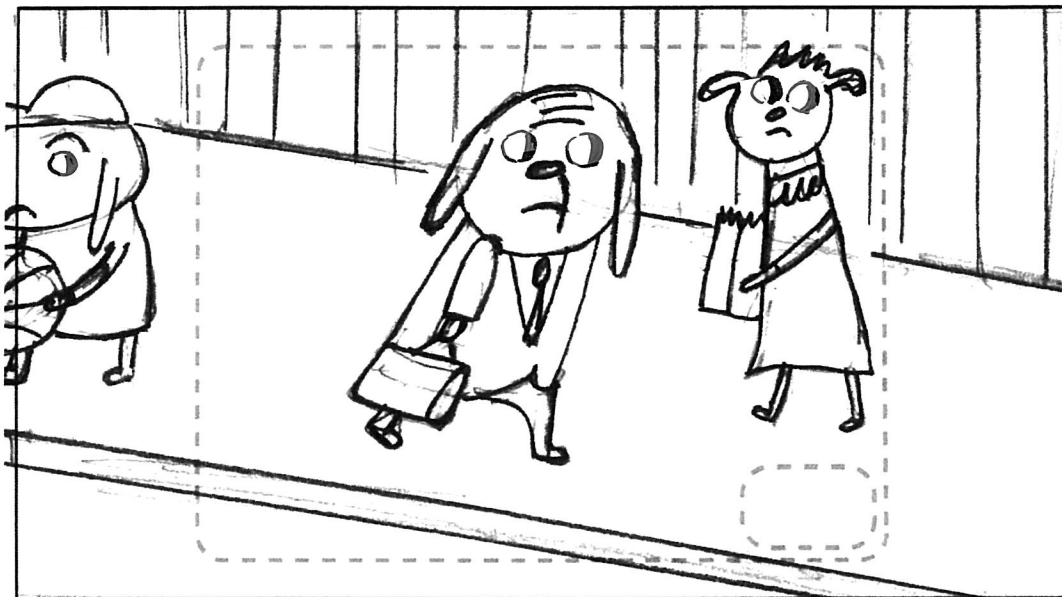
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Lee: ^(a/s) Ha ha ha!

Lee: Bluh-bluh-bluh-bluh-bluh!
[sticking tongue out]

Action:

Timing:

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 96 Pnl. A Bg. day night

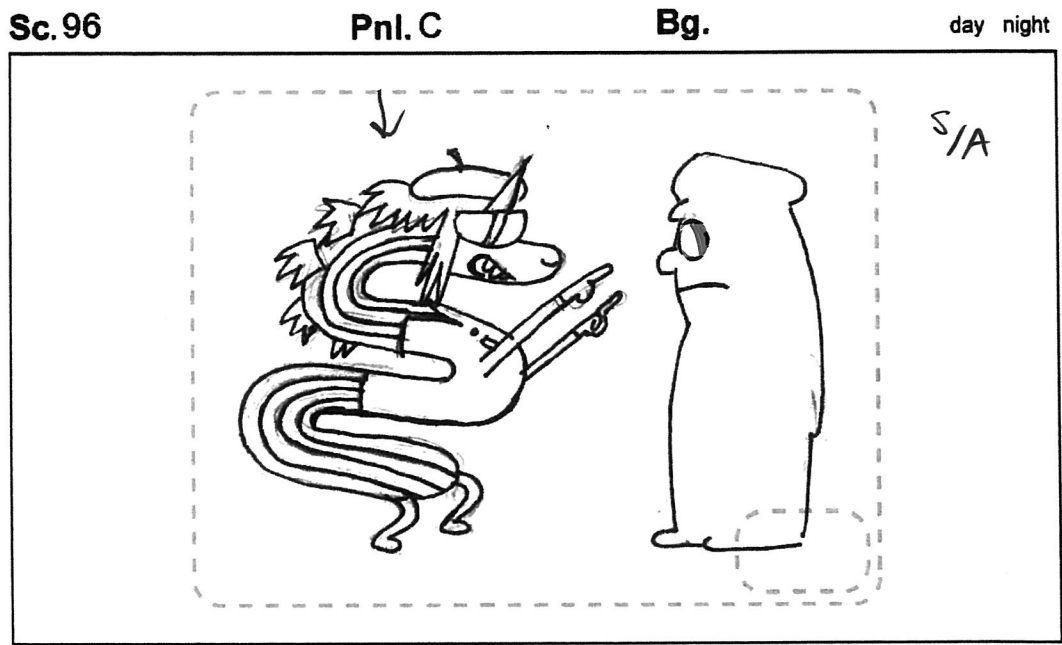
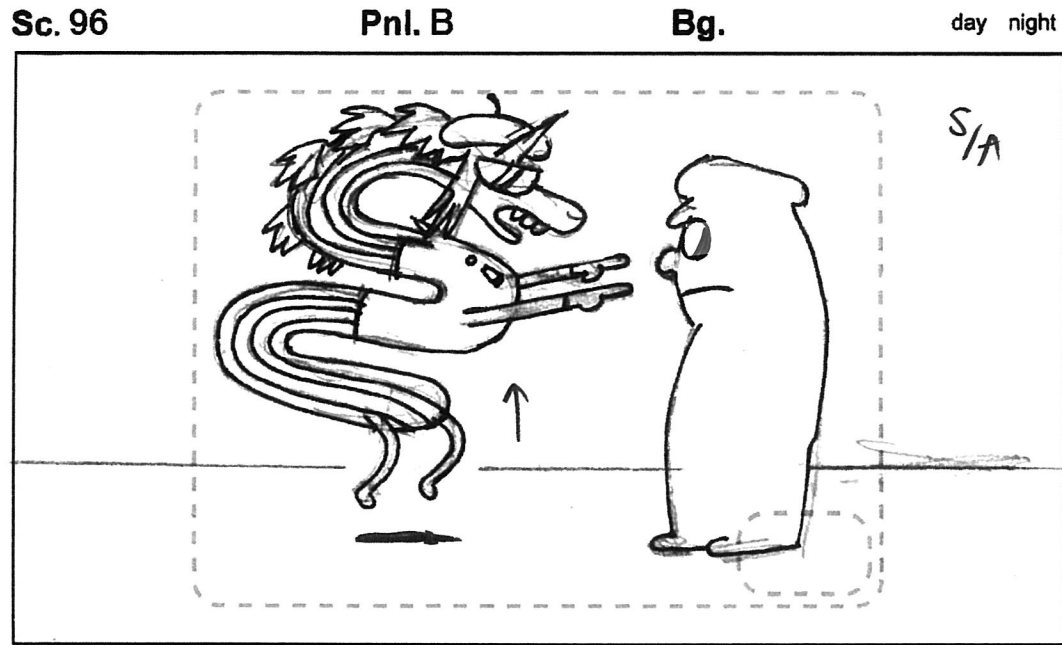
Dialog:	<u>LR:</u> OH LEE,	<u>Lee:</u> Hey! Dog cop!
Action:	- LEE GAINS OFF/S.	Abrupt cut to: Lee with a dog cop.
Timing:		

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ADVENTURE TIME



Dialog:	<u>Lee</u> : whatsa matter!
Action:	- LEE HOPS
Timing:	

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ADVENTURE TIME

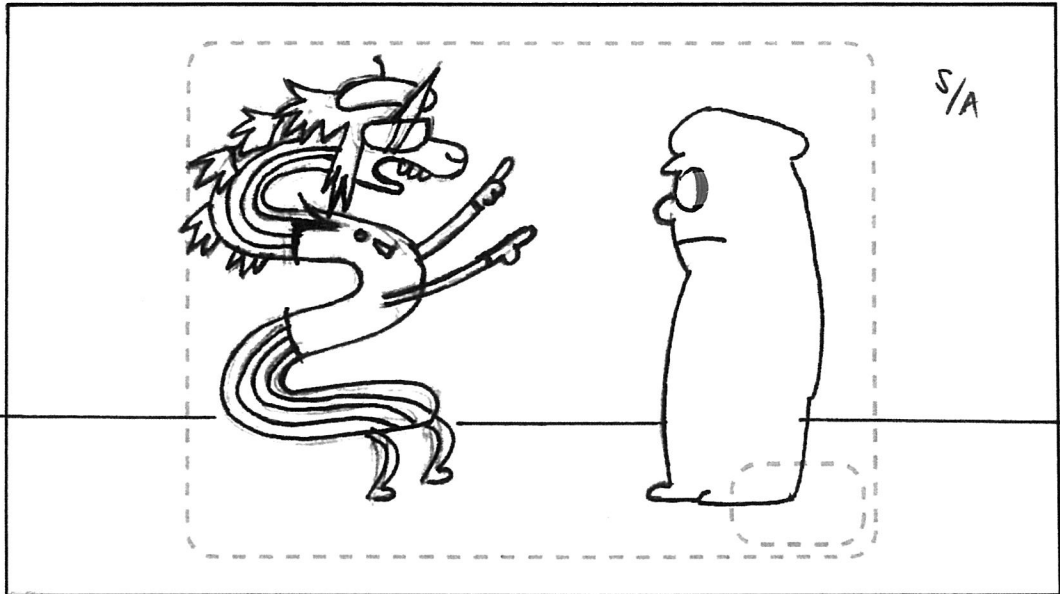


Sc. 96

Pnl. D

Bg.

day night

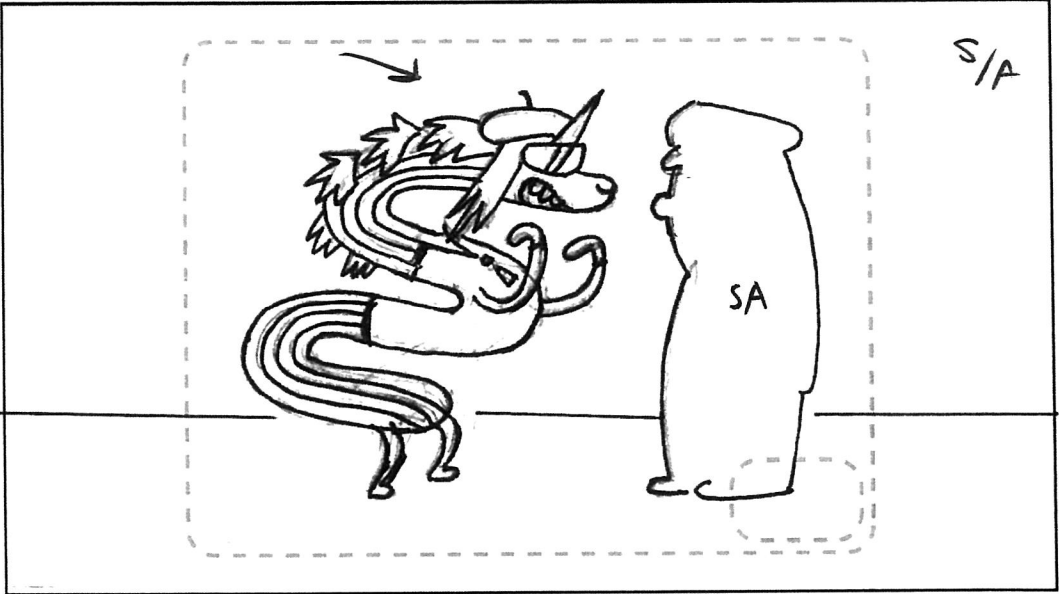


Sc. 96

Pnl. E

Bg.

day night



Dialog:	<p><u>Lee:</u> Not used --</p>
Action:	
Timing:	

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ADVENTURE TIME



Sc. 96

Pnl. F

Bg.

day night

Sc. 96

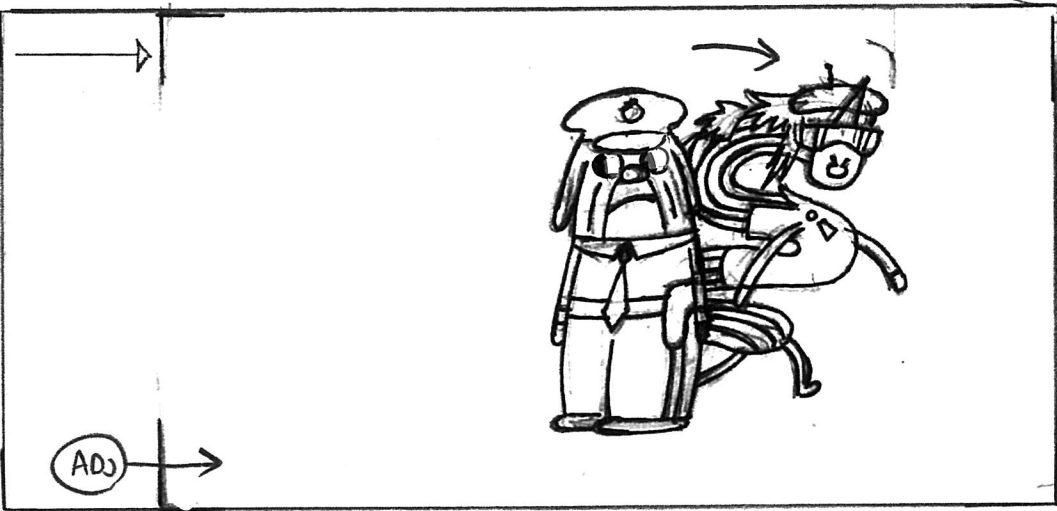
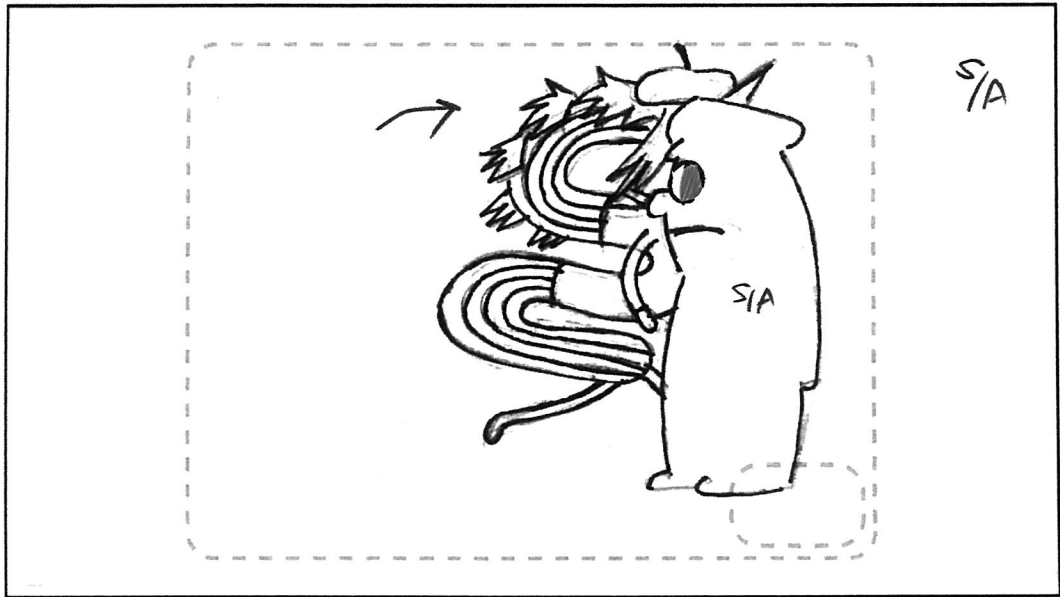
START

Pnl. G

Bg.

day night

STOP



Dialog:	<p><u>Lee</u>: TO --</p> <p><u>Lee</u>: -- rainicorns --</p>
Action:	<p>— Pan with Lee running around dog cop.</p>
Timing:	

EPISODE # 1034-232

Production :

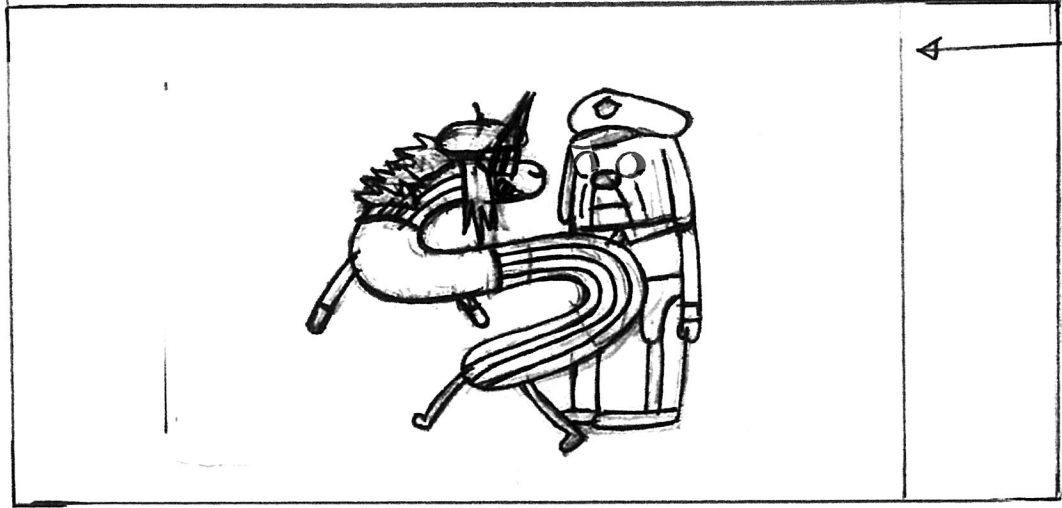
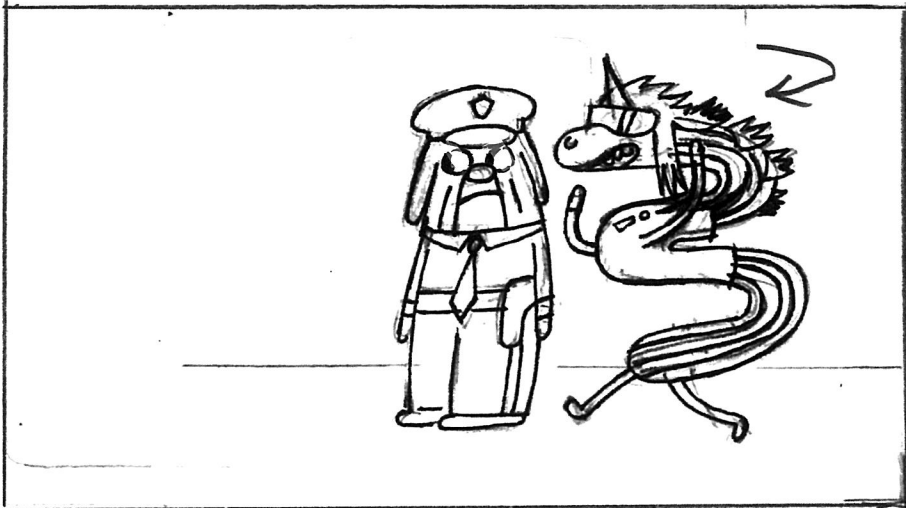
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ADVENTURE TIME



Sc. 96 Pnl. H Bg. day night Sc. 96 Pnl. I Bg. day night

← (ADJ)



stop

Dialog:
Action:
Timing:

-ADJ. w/ LEE.

EPISODE # 1034-232

Production :

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ADVENTURE TIME

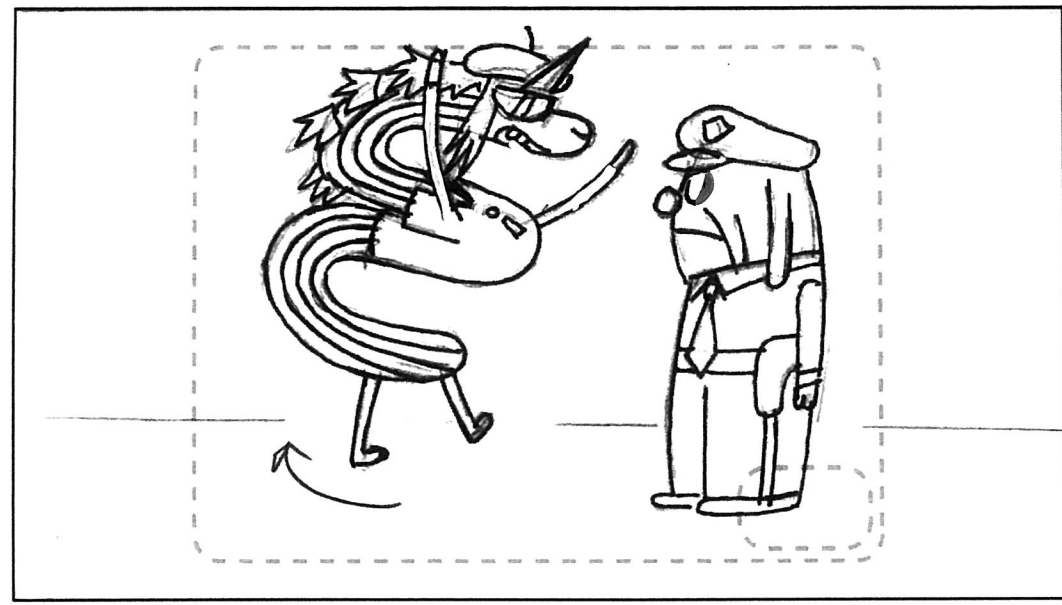


Sc. 96

Pnl. J

Bg.

day night

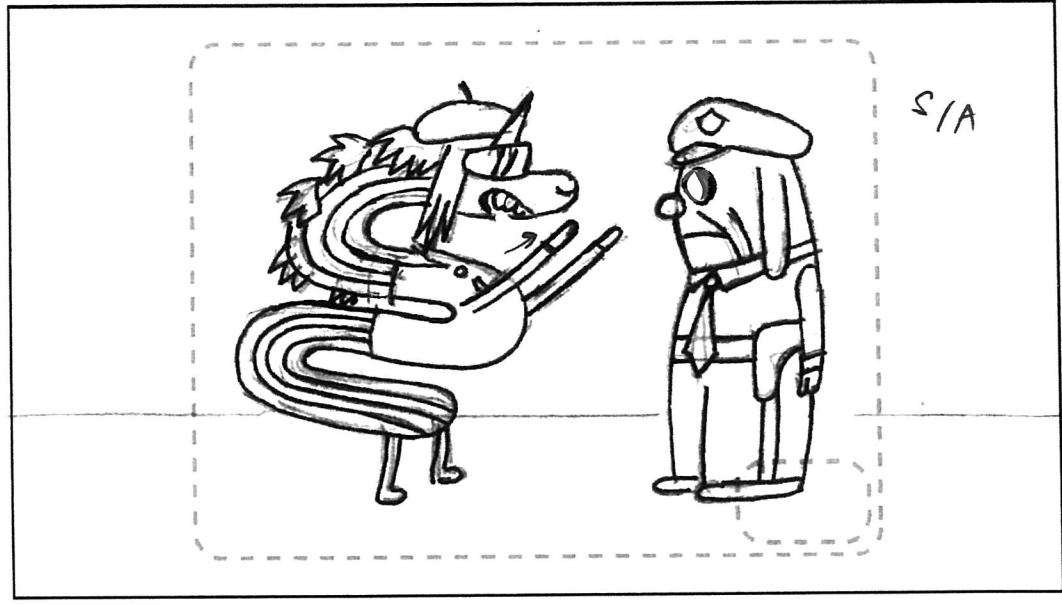


Sc. 96

Pnl. K

Bg.

day night



Dialog:	<u>Lee:</u> -- standing up to you!
Action:	
Timing:	

EPISODE # 1034-232

Production :

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ADVENTURE TIME

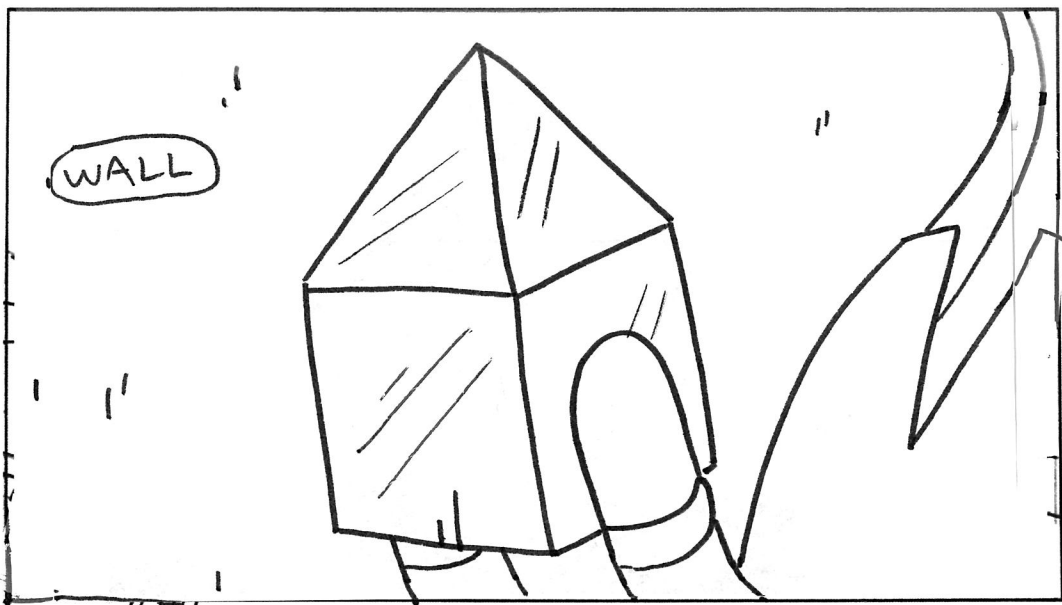


Sc. 97

Pnl. A

Bg.

day night

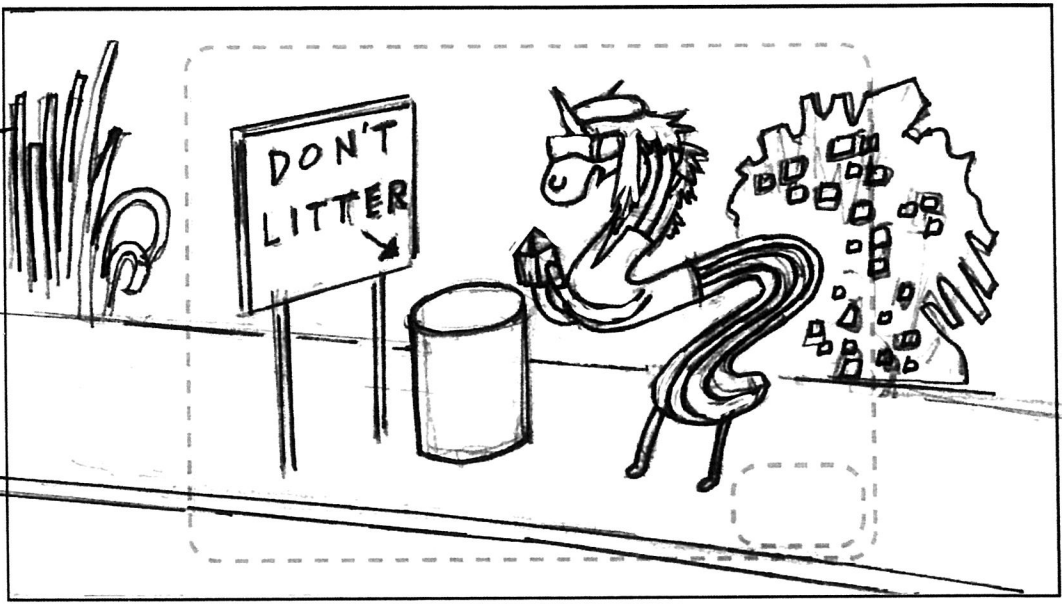


Sc. 98

Pnl. A

Bg.

day night



<p>Dialog:</p> <p><u>SFX:</u> Vrooom</p> <p><u>Lee:</u> Ha ha ha! I hate dogs, baby!</p>	<p><u>Lee:</u> Dogs with their stupid rules . . .</p>
<p>Action:</p> <p>Lee holds a crystal device.</p>	
<p>Timing:</p>	

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Production :

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ADVENTURE TIME

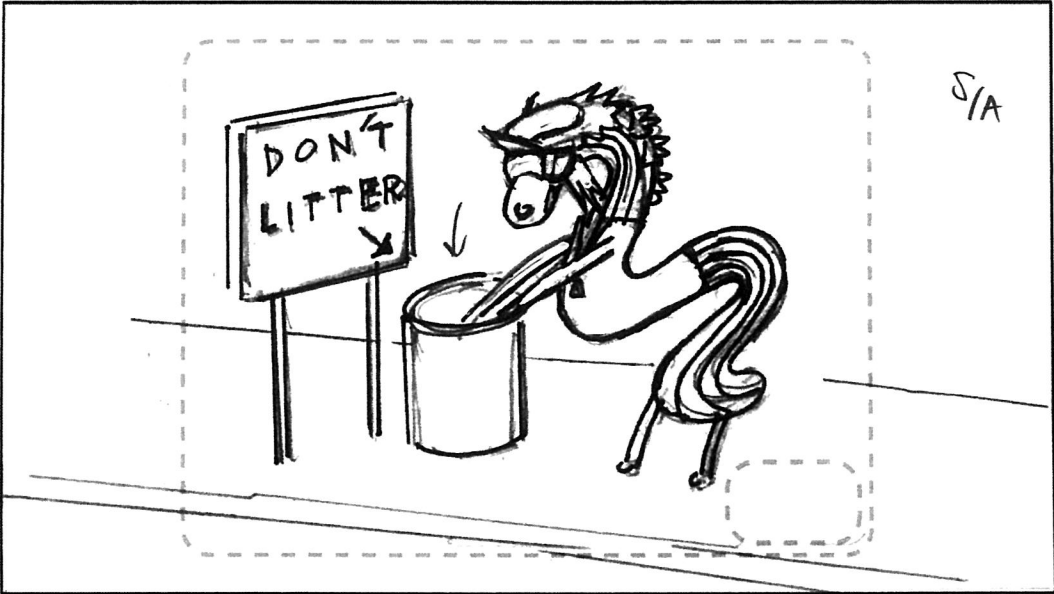


Sc. 98

Pnl. B

Bg.

day night

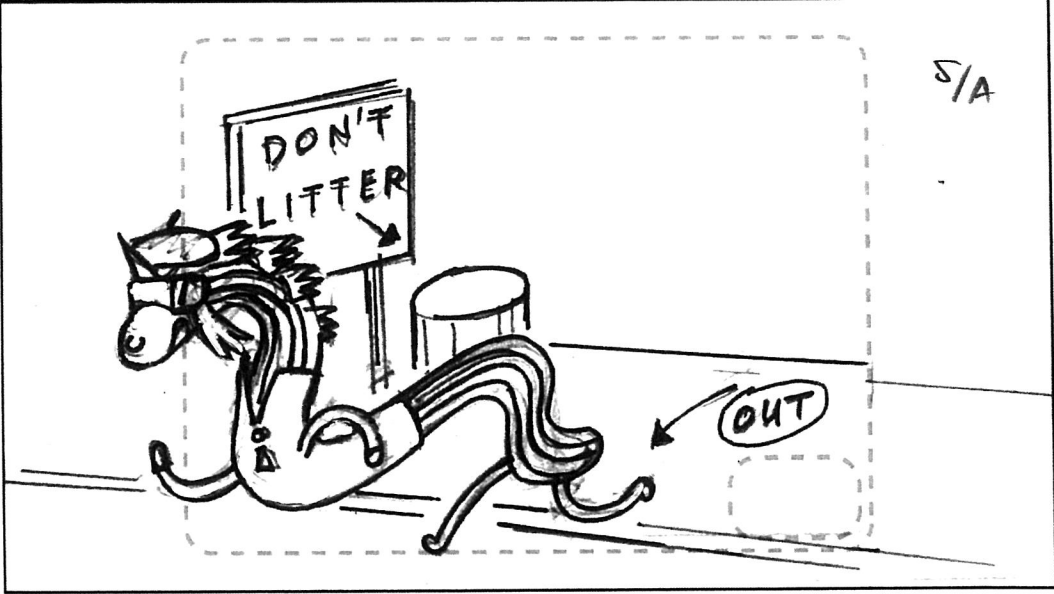


Sc. 98

Pnl. C

Bg.

day night



Dialog:	<u>Lee</u> : . . . telling rainicorns what to do . . .	
Action:	Lee puts the crystal device into trash can.	Lee runs out, quickly.
Timing:		

EPISODE # 1034-232

Production :

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ADVENTURE TIME



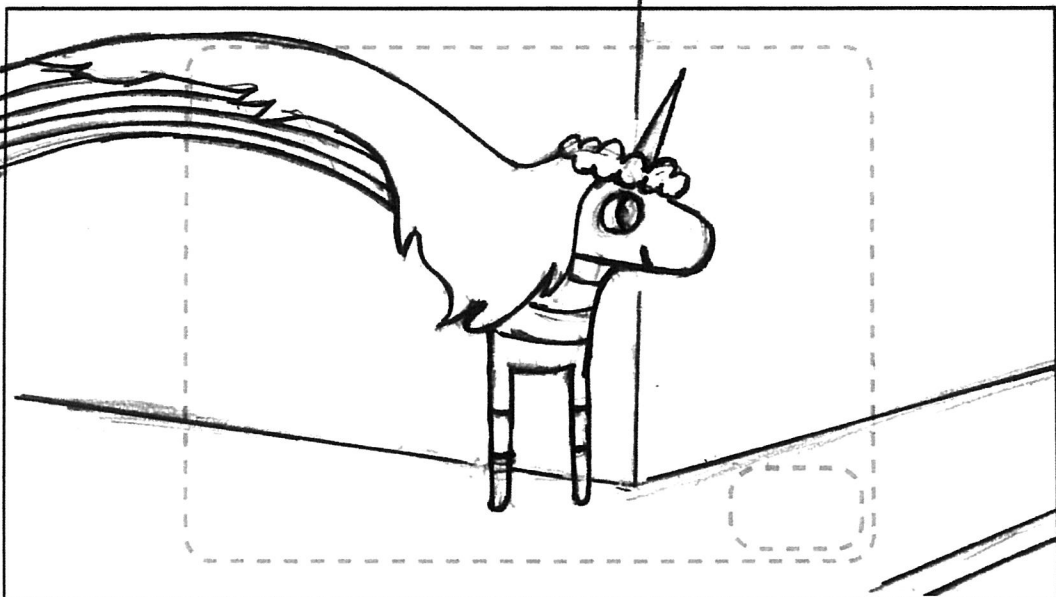
Page 237

Sc. 99

Pnl. A

Bg.

day night

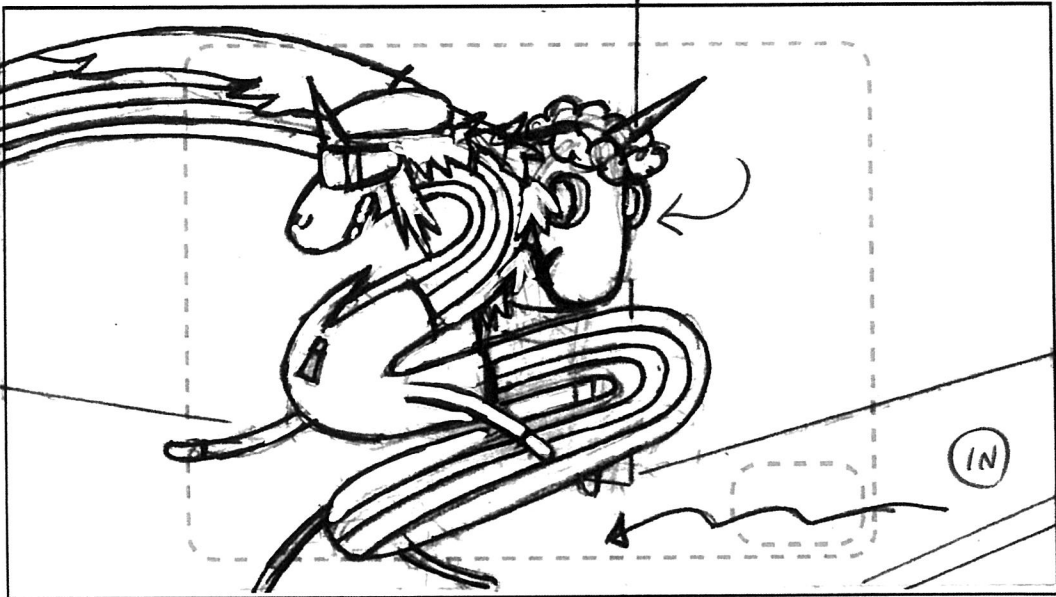


Sc. 99

Pnl. B

Bg.

day night



Dialog:

Lee: Heh heh heh . . .

Action:

-LEE RUNS QN/S.
-LADY TRACKS LEE

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 238

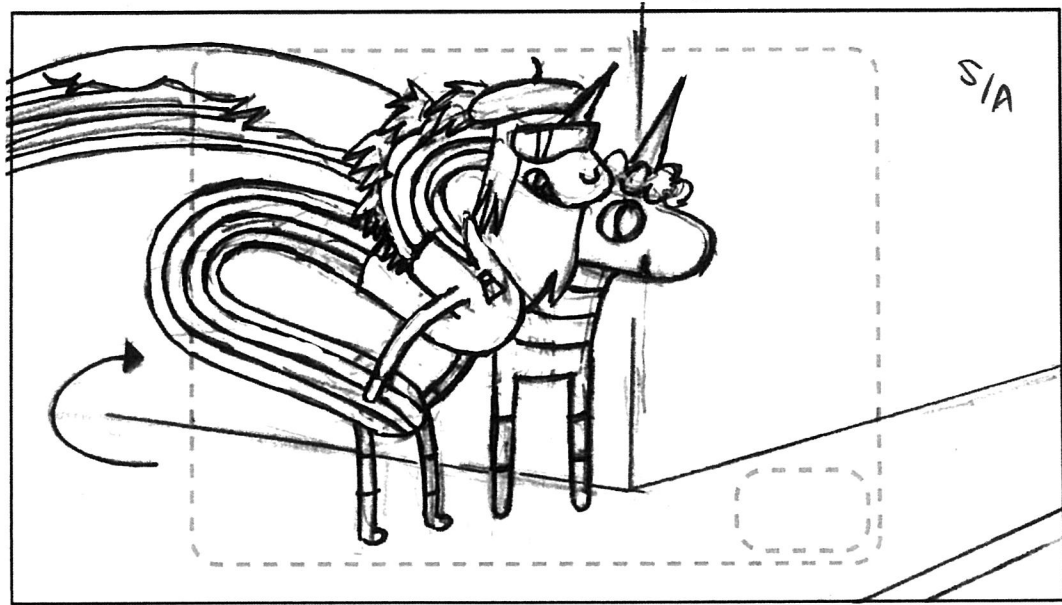
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Sc. 99

Pnl. C

Bg.

day night

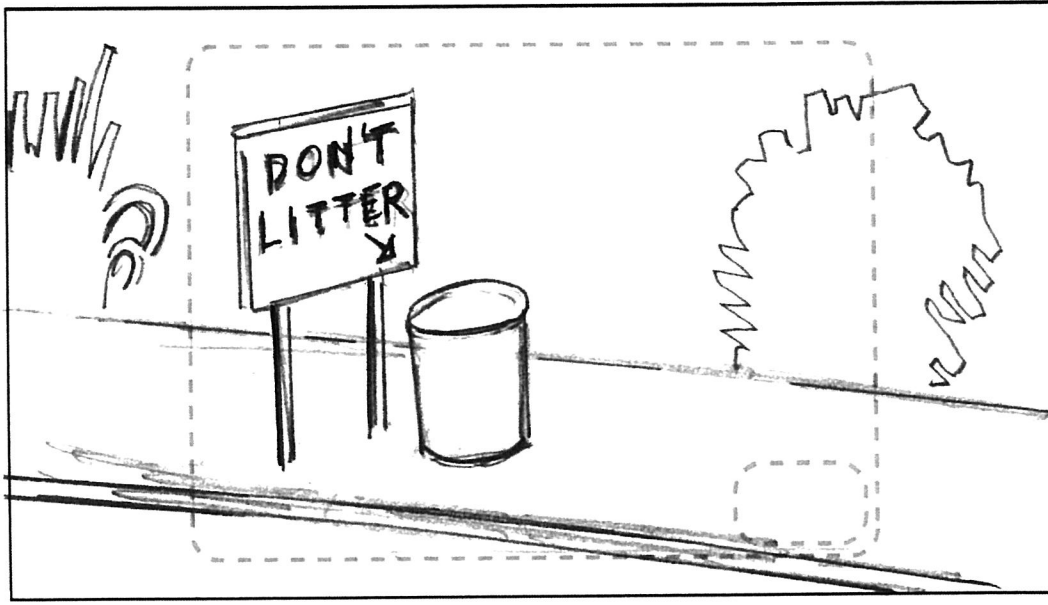


Sc. 100

Pnl. A

Bg.

day night



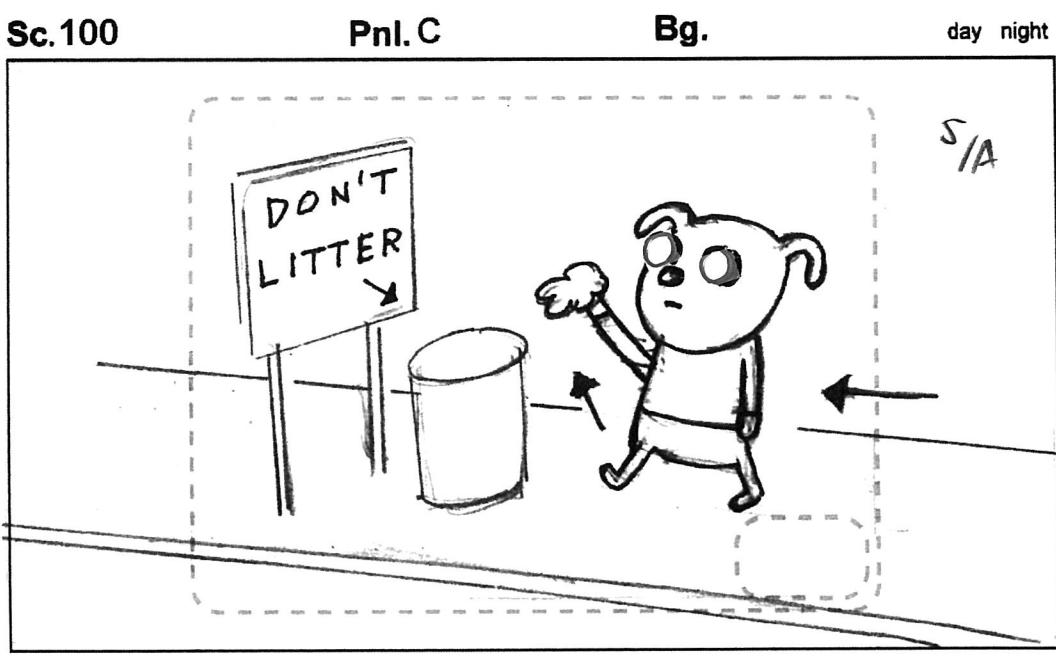
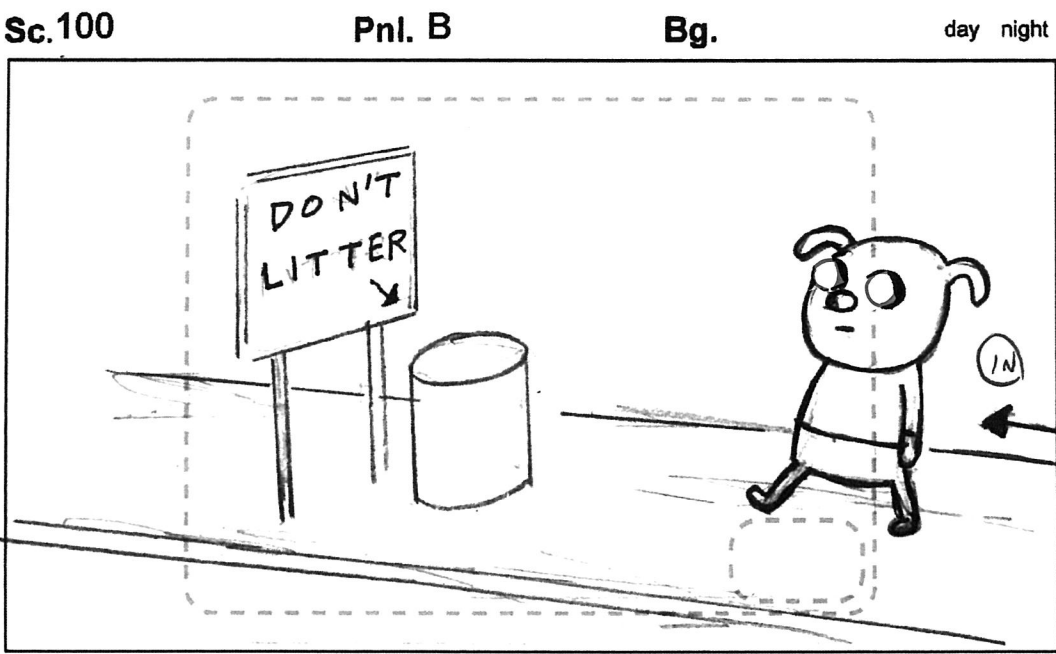
Dialog:	<u>Lee</u> : Get a load of this, baby!
Action:	
Timing:	

EPISODE # 1034-232

Production :

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ADVENTURE TIME



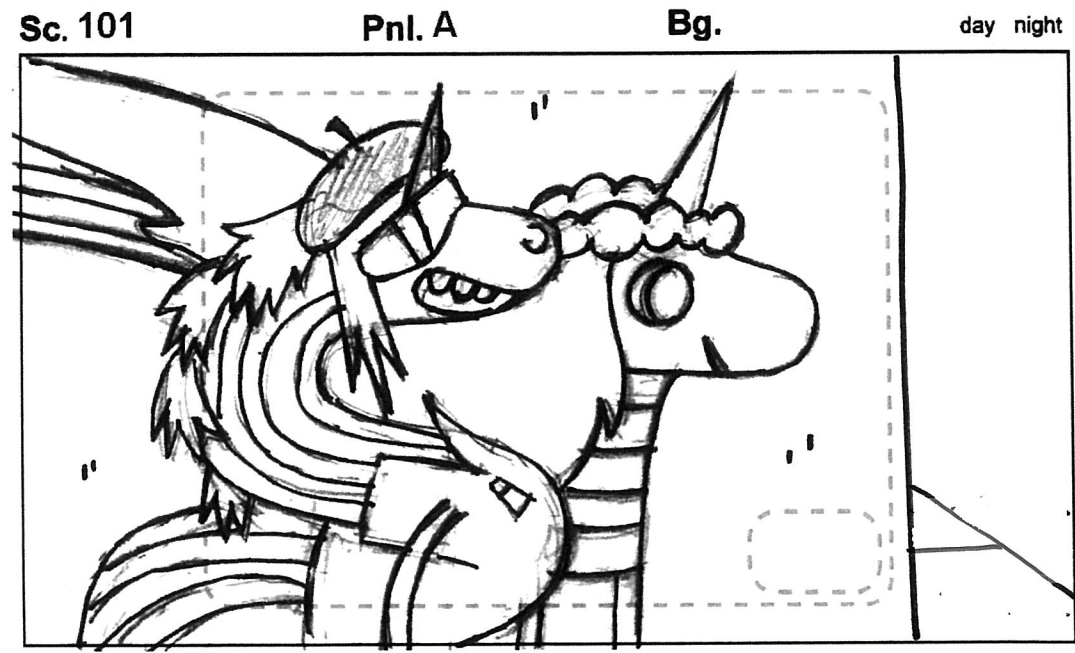
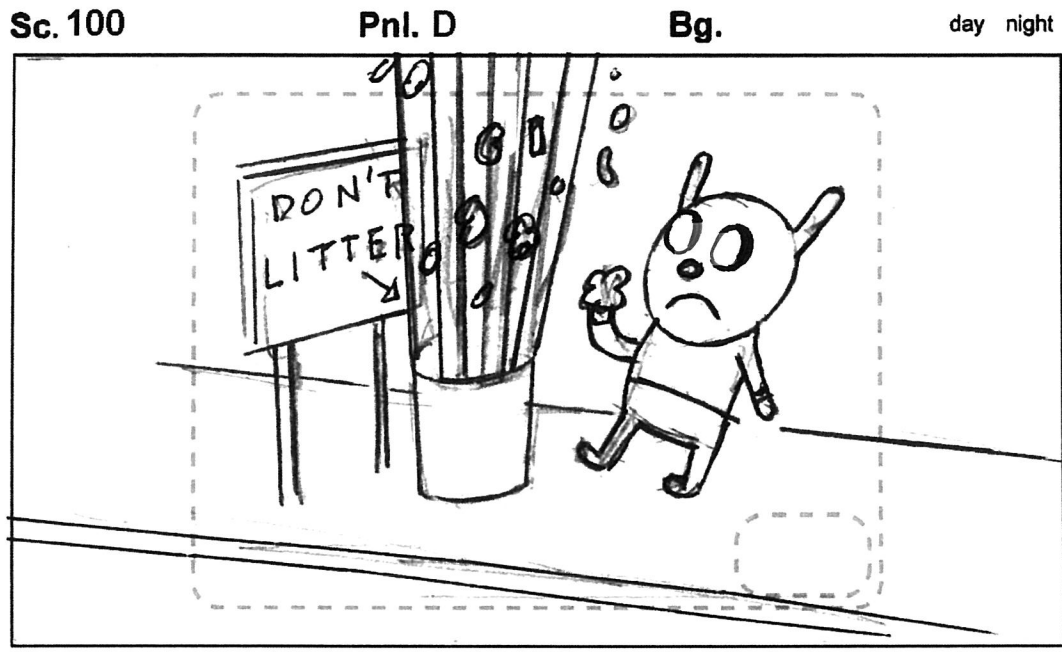
Dialog:	
Action:	<div>A dog enters.</div> <div>The dog goes to put some trash into the trash can.</div>
Timing:	

EPISODE # 1034-232
Production :

ADVENTURE TIME



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Dialog:	<p><u>SFX:</u> FOOM!</p> <p><u>Lee:</u> Ha ha ha! "BOOM!"</p> <p><u>LR:</u> OH. LEE...</p>
Action:	<p>A rainbow explodes from the trash can, shooting trash up into the air.</p>
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 241

Sc. 102

Pnl. A

Bg.

day night

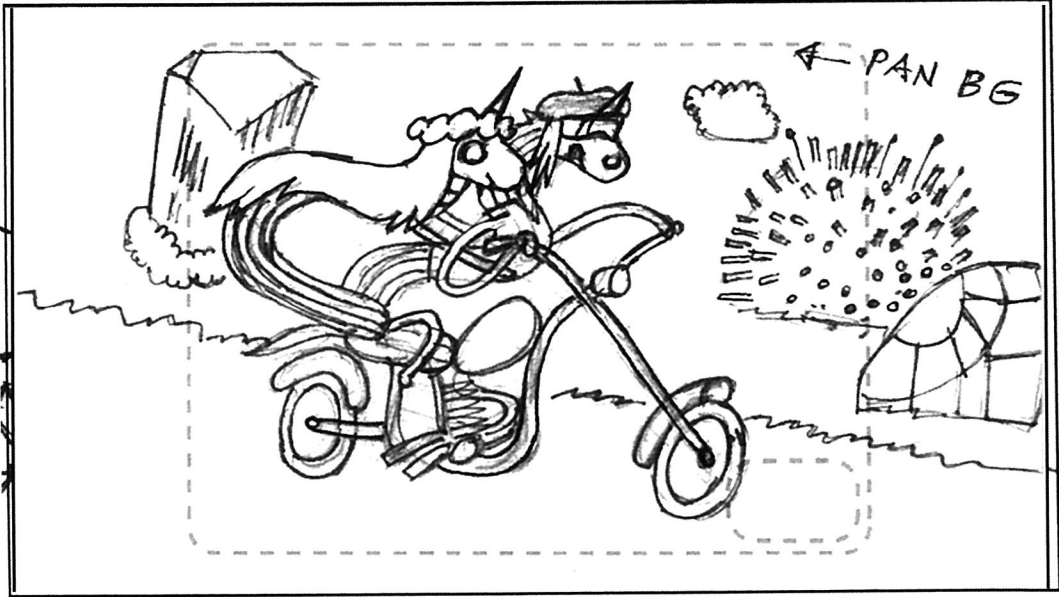


Sc. 103

Pnl. A

Bg.

day night



Dialog:

SFX: Plop plop plop.

Action:

Trash settles on dog.

Timing:



FX: Vrooom.

Lee: Ha ha ha! Did you see that, baby?
I'm the greatest!

ALT

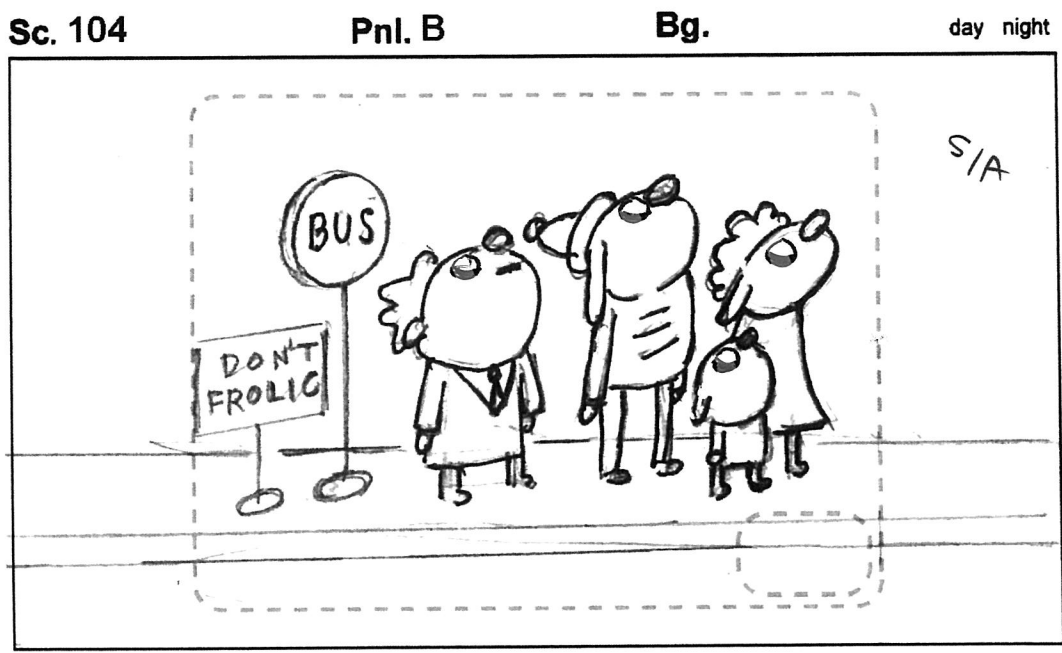
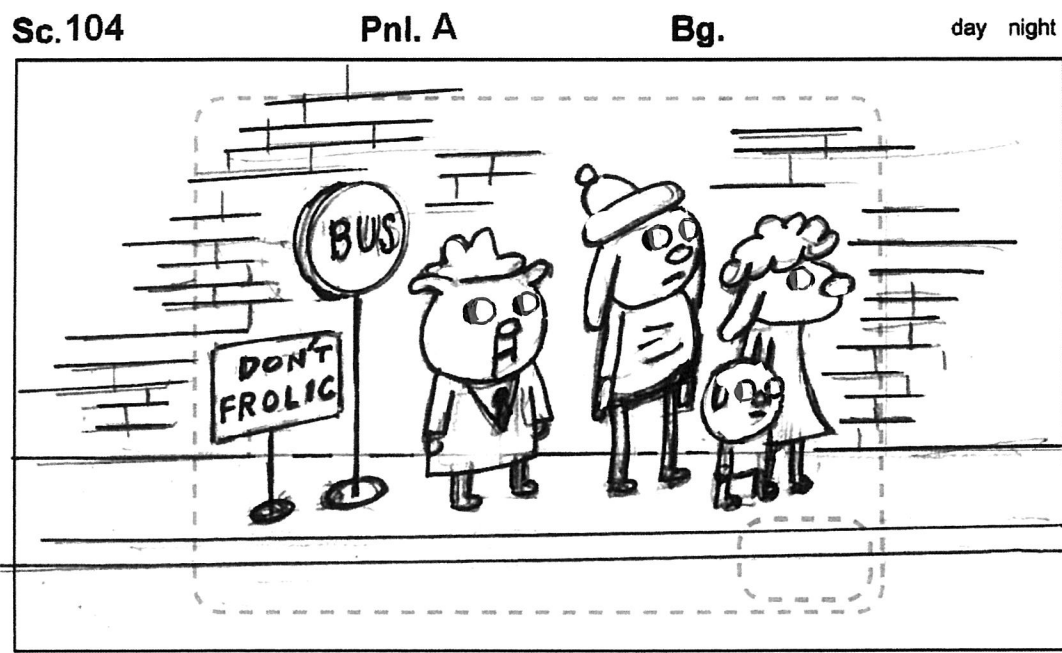
Lee: Ha ha ha dogs!

EPISODE # 1034-232

Production :

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ADVENTURE TIME

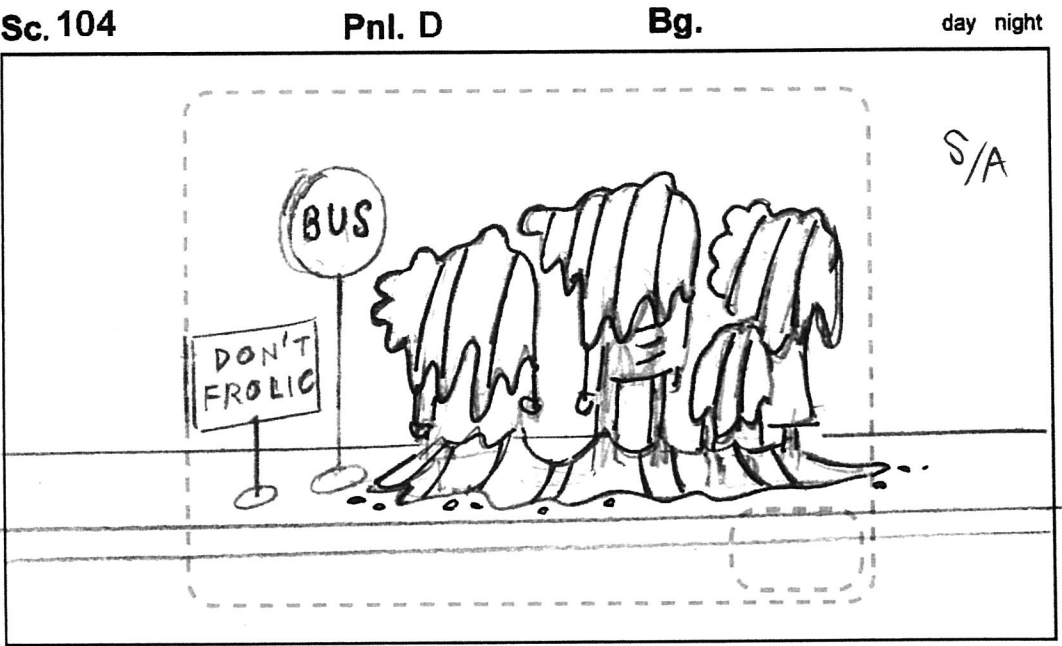
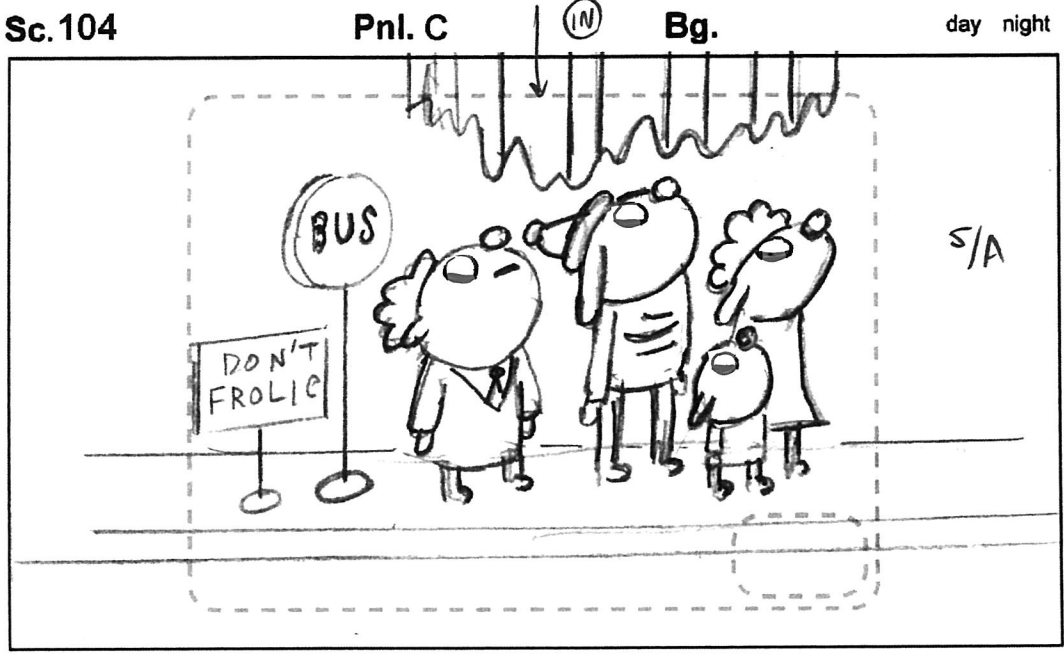


Dialog:	SFX: Tweet tweet tweet!	SFX: Tweet tweet tweet!
Action:	On dogs waiting for a bus. (Looking in the direction of the bus.)	- DOGS Look UP.
Timing:		

EPISODE # 1034-232
Production :

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ADVENTURE TIME



Dialog:	SFX: * SPLSHH! *
Action:	— Some rainbow-colored paint falls down, Rainbow colors cover the dogs.
Timing:	

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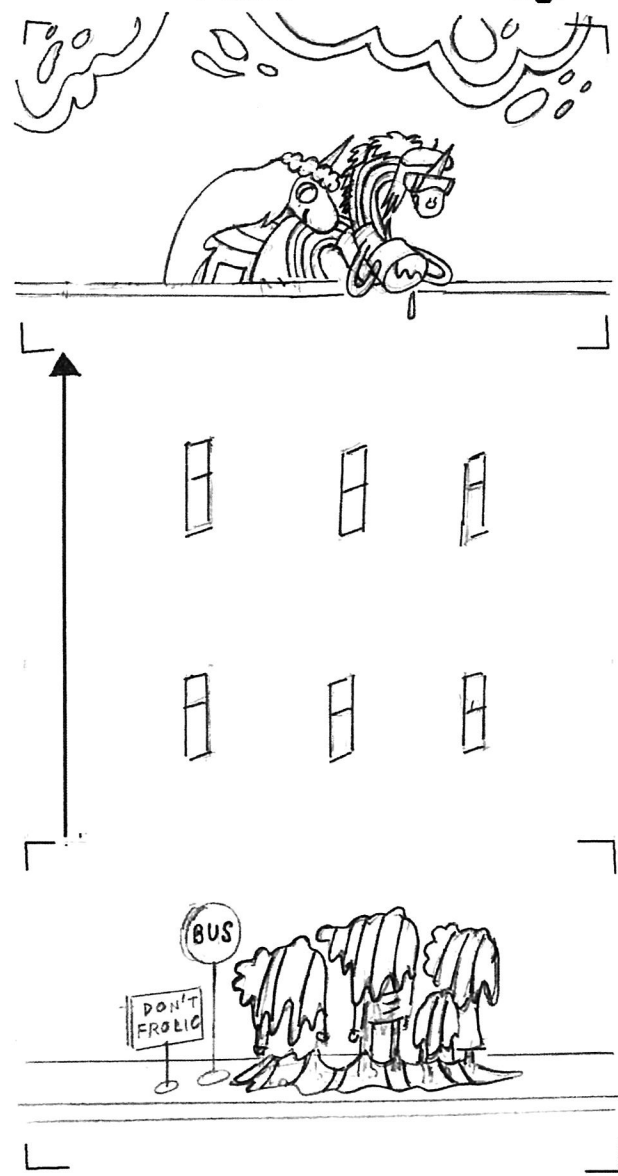
ADVENTURE TIME



Sc. 104

Pnl. E

Bg.



Dialog:

Action:

Timing:

STOP

day night

Sc. 104

Pnl. F

Bg.

day night



Lee: Ha ha ha!

Stop pan at top of roof.

PAN

START

EPISODE # 1034-232

Production :

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ADVENTURE TIME



No Scs105-106

Sc. 104

Pnl. G

Bg.

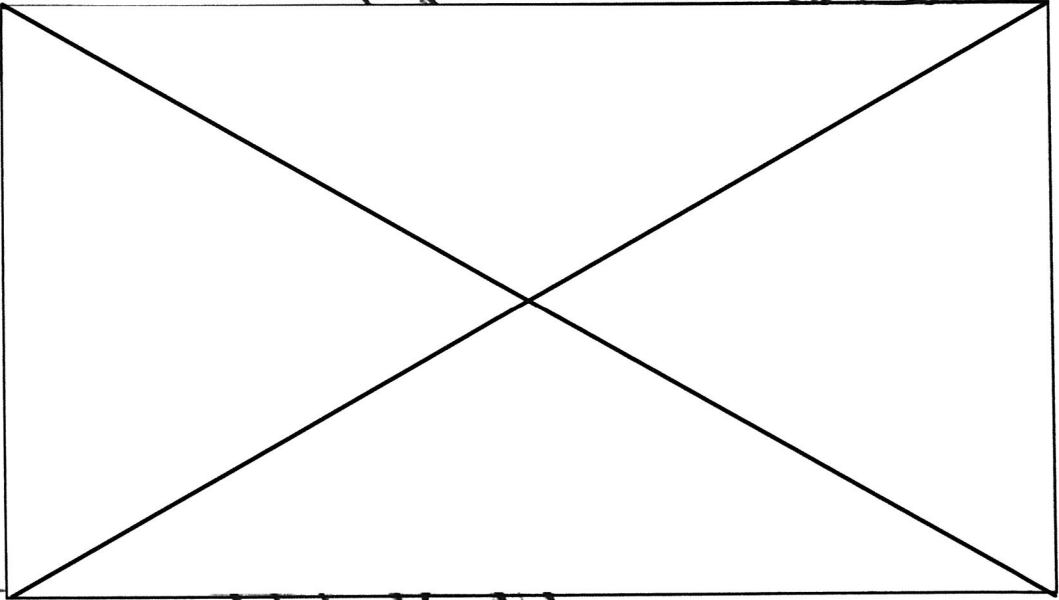
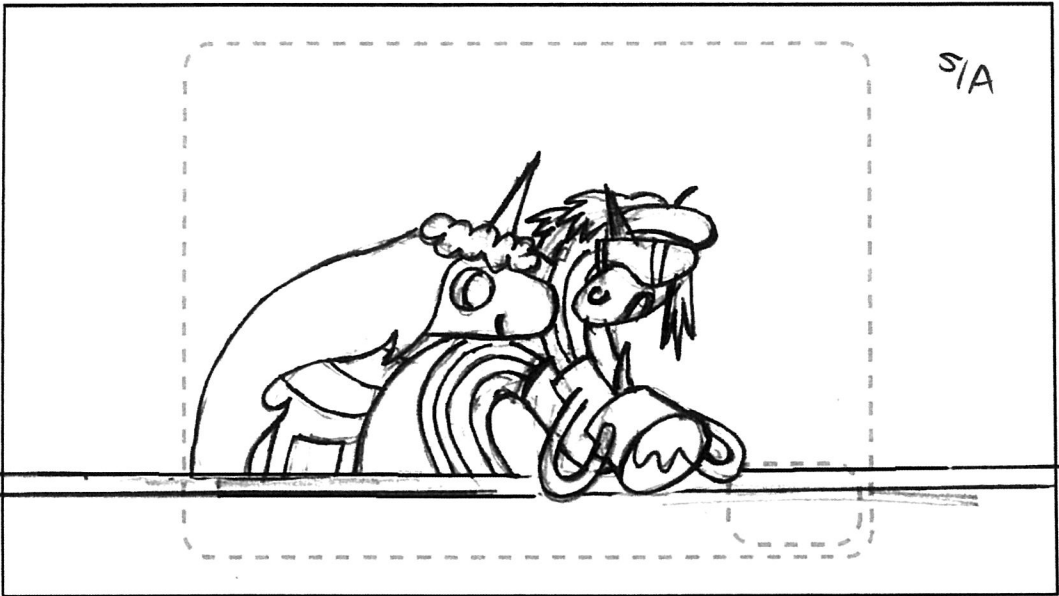
day night

Sc.

Pnl.

Bg.

day night



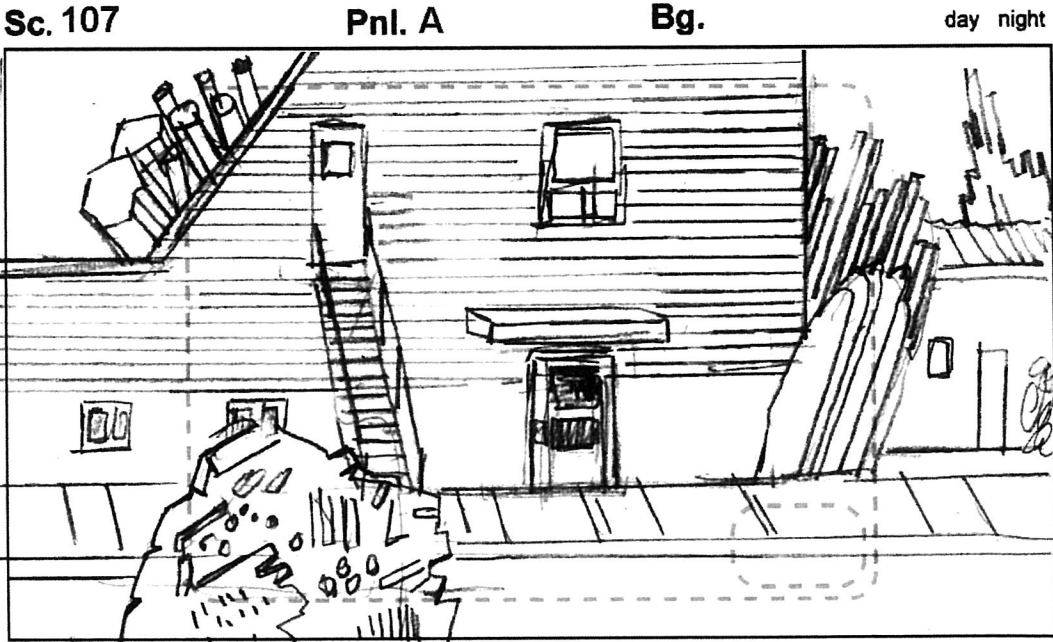
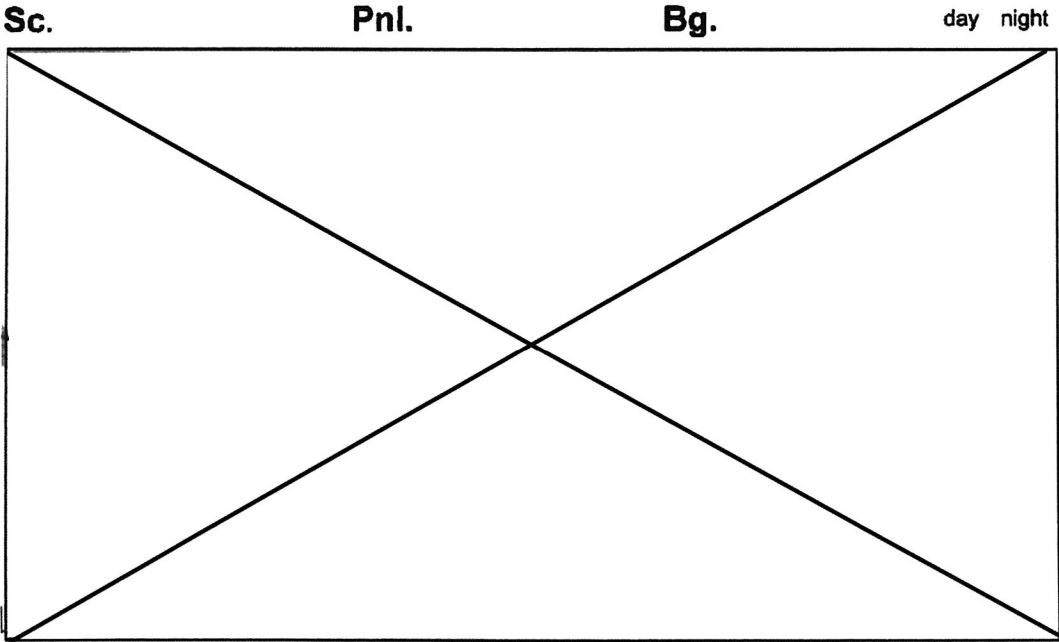
Dialog:	<u>Lee</u> : I'm going to paint this town red! And orange, and yellow, green, blue INDIGO--	<u>Lee</u> : I hate dogs SO MUCH, BABY!!
Action:		
Timing:		

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ADVENTURE TIME



Dialog:	<p><u>Lee (inside):</u> Ha ha ha!</p>
Action:	<p>On exterior of a dumpy apartment.</p> <p>EVENING.</p>
Timing:	

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ADVENTURE TIME



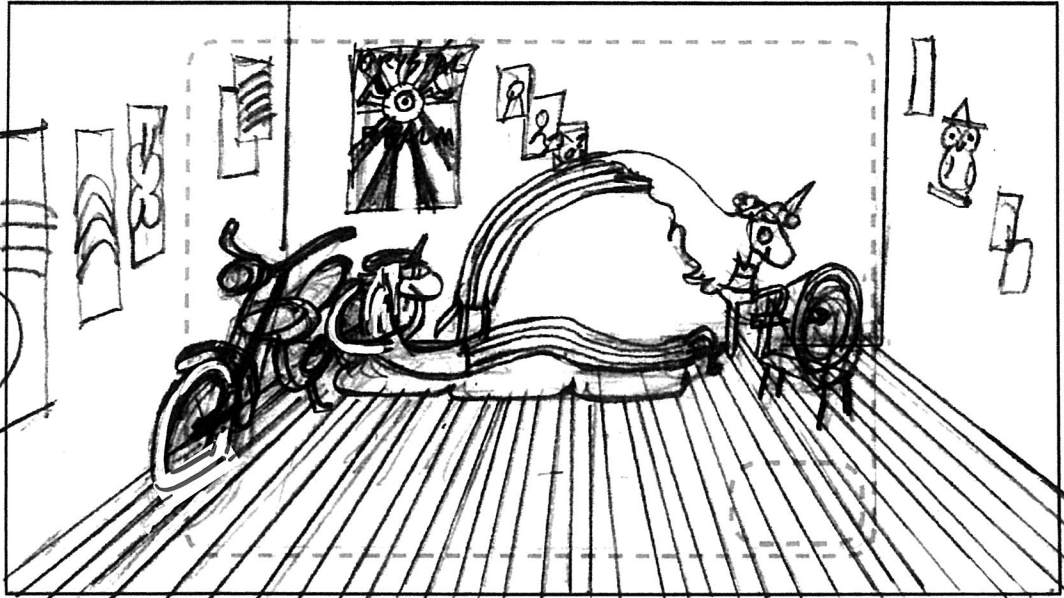
No Sc109

Sc. 108

Pnl. A

Bg.

day night

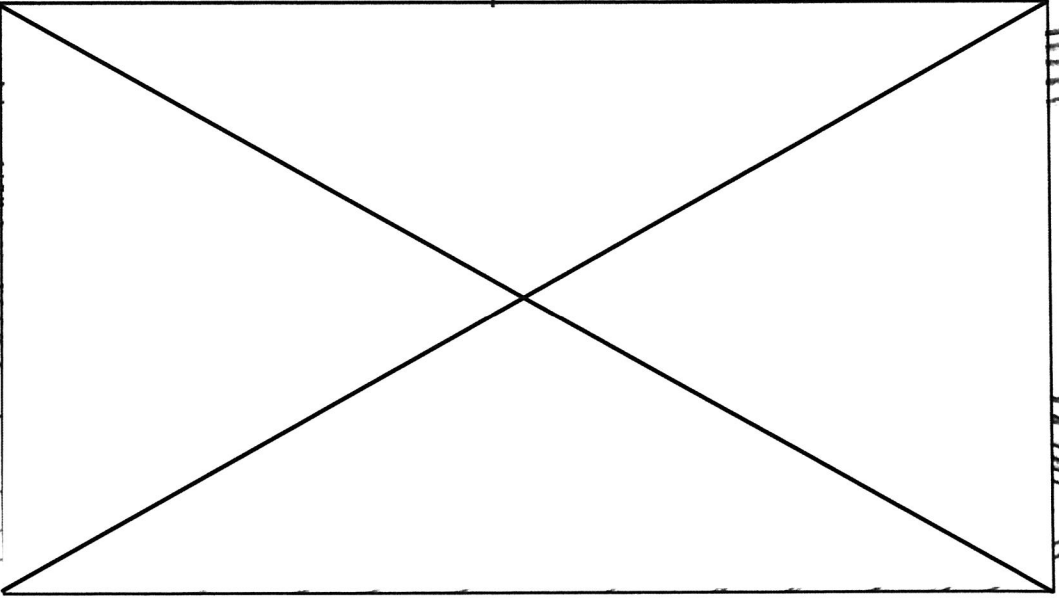


Sc.

Pnl.

Bg.

day night



Dialog:	<p><u>Lee</u>: You see how freaked out dogs get, when a rainicorn doesn't follow their rules?</p>	<p><u>Lee</u>: They get totally freaked out! BUT WHY should a rainicorn have to --</p>
Action:	<p>~ In apartment.</p>	
Timing:		

EPISODE # 1034-232
Production :

ADVENTURE TIME



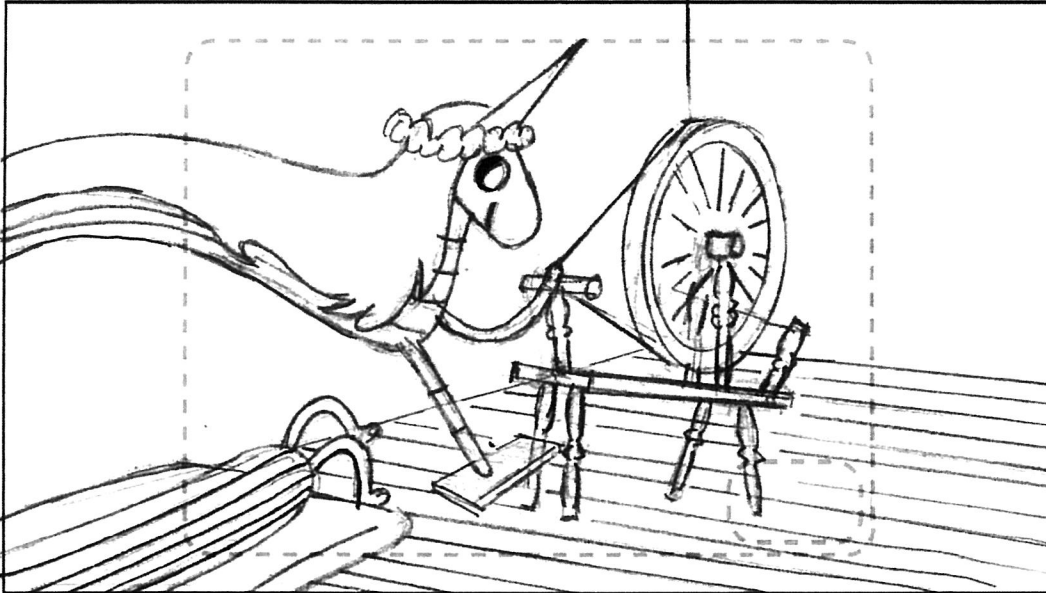
Page 248

Sc. 110

Pnl. A

Bg.

day night

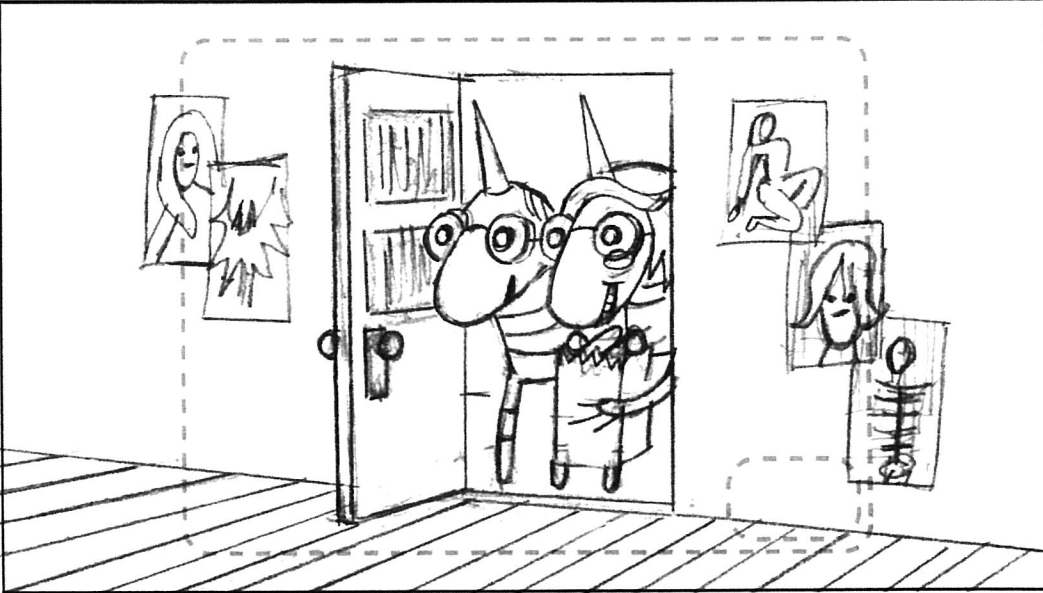


Sc. 111

Pnl. A

Bg.

day night



Dialog: Lee (O.S.): -- follow dog rules?
LR: Yeah.
Mom (O.S): Ding dong!

ETHEL: Doting parents delivery service!

Action: - ETHEL works on a spinning wheel.

On Dad and Mom in doorway. EVENING sky outside behind them. Mom is holding a paper bag of groceries.

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



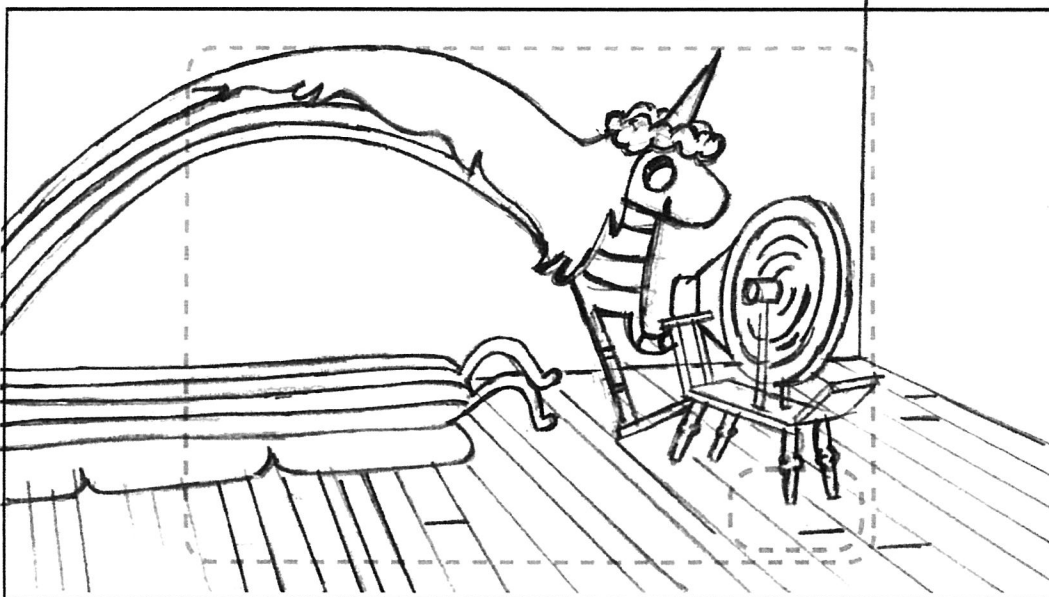
Page 249

Sc. 112

Pnl. A

Bg.

day night

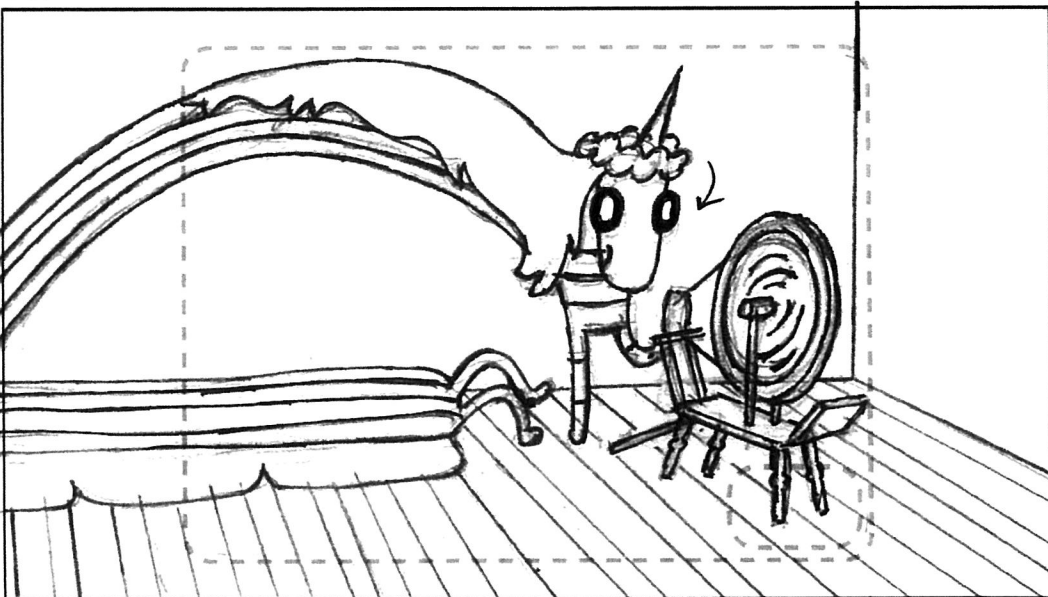


Sc. 112

Pnl. B

Bg.

day night



Dialog:

Bob: Your MOTHER AND I WERE
IN THE NEIGHBORHOOD.

Sfx: * RRR-RR... *

Action:

LR looks to Mom.
LR stops spinning (the wheel slows).

Timing:

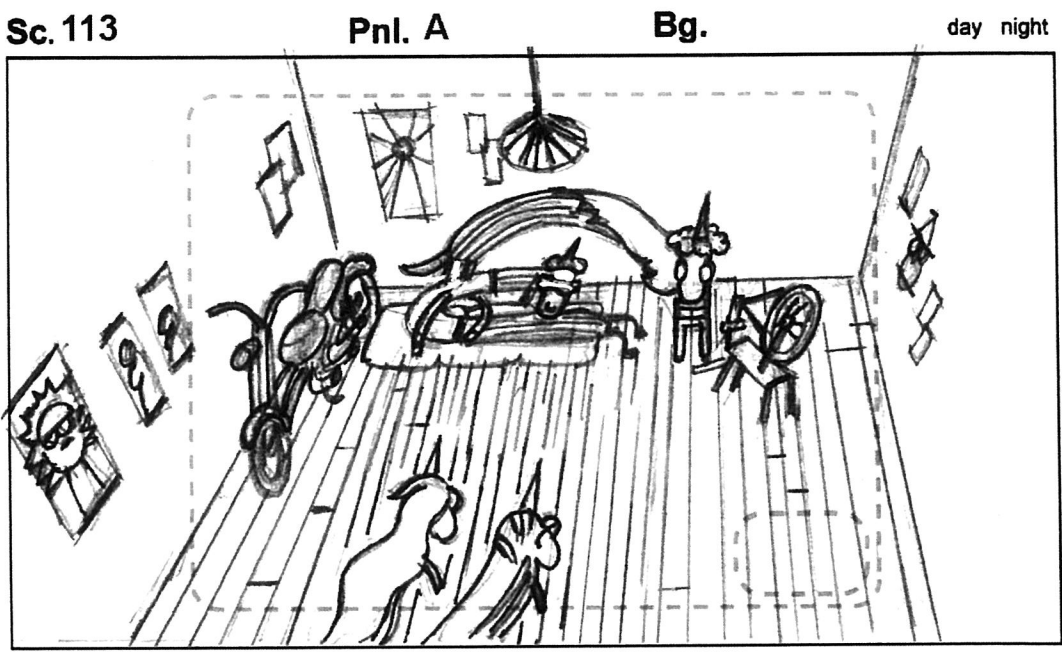
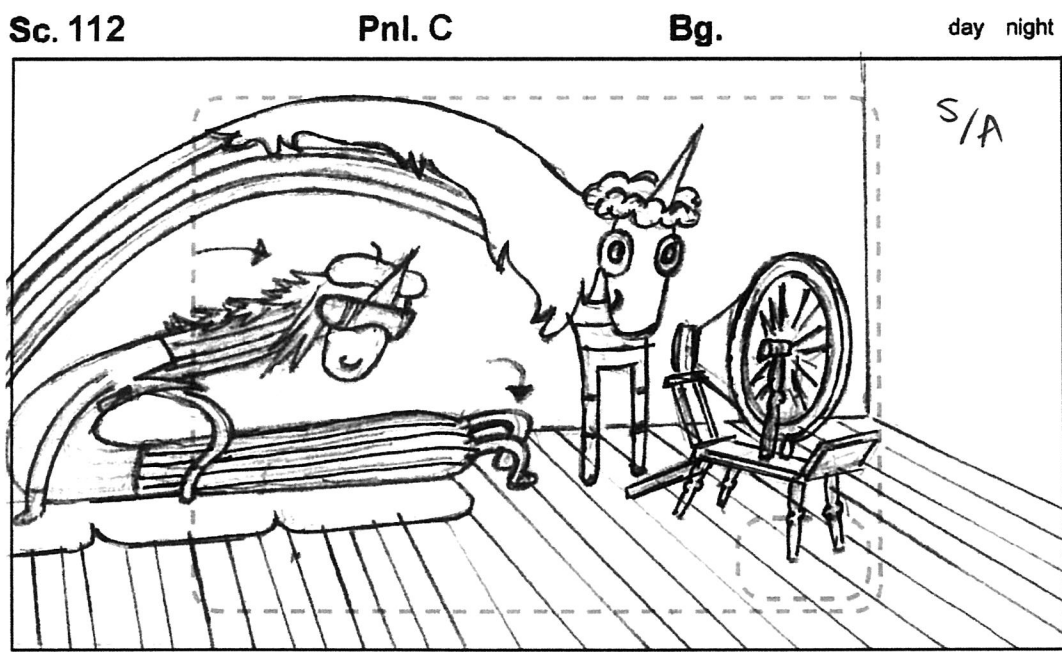
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ADVENTURE TIME



Dialog:		M	D
LEE: (TOSHIRO MIFUNE GRUNT) HM!		ETHEL: One can't live on --	
Action:		Mom and Dad walk into room.	
Timing:			

EPISODE # 1034-232

Production :

ADVENTURE TIME



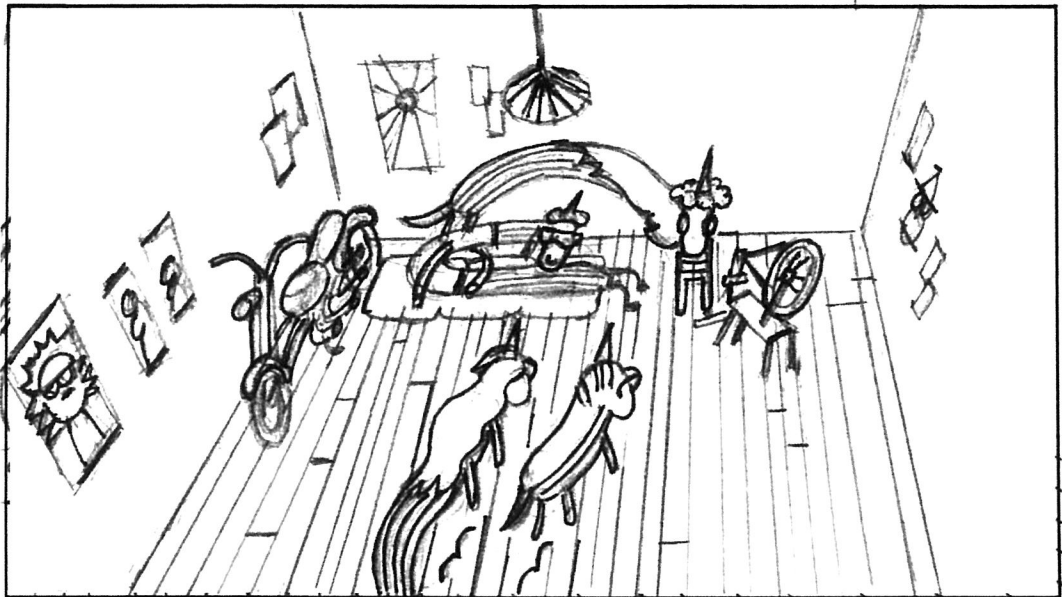
Page 251

Sc. 113

Pnl. B

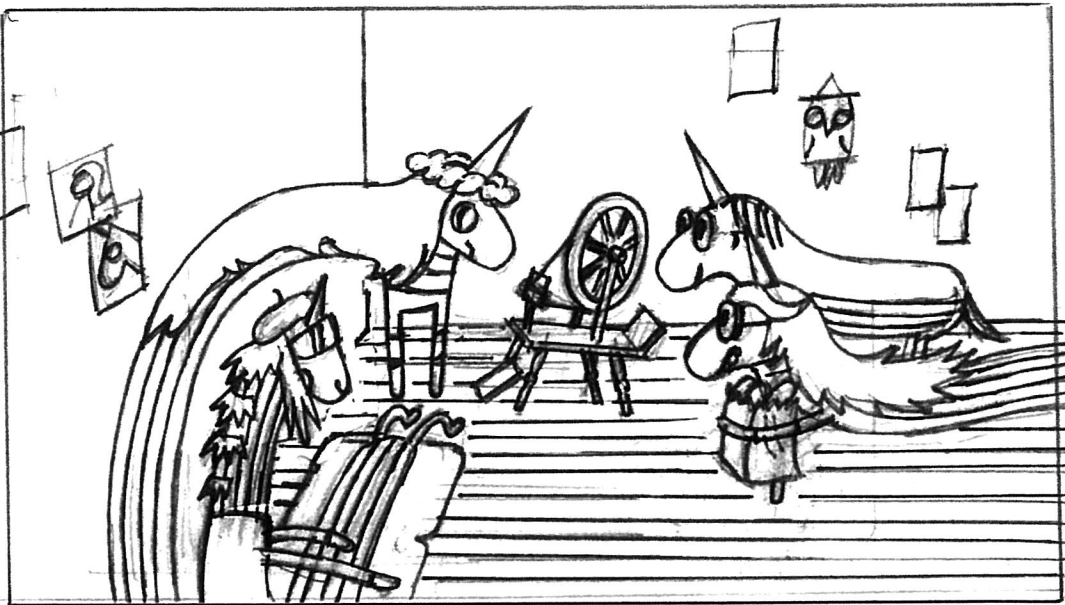
Bg.

day night



Sc. 114

Pnl. A



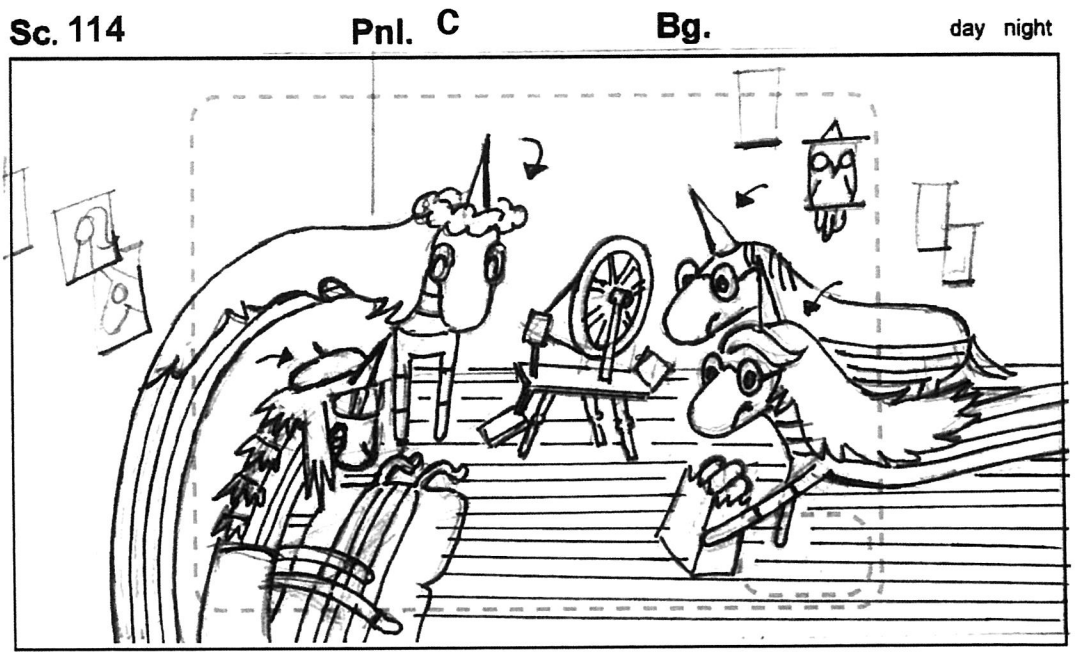
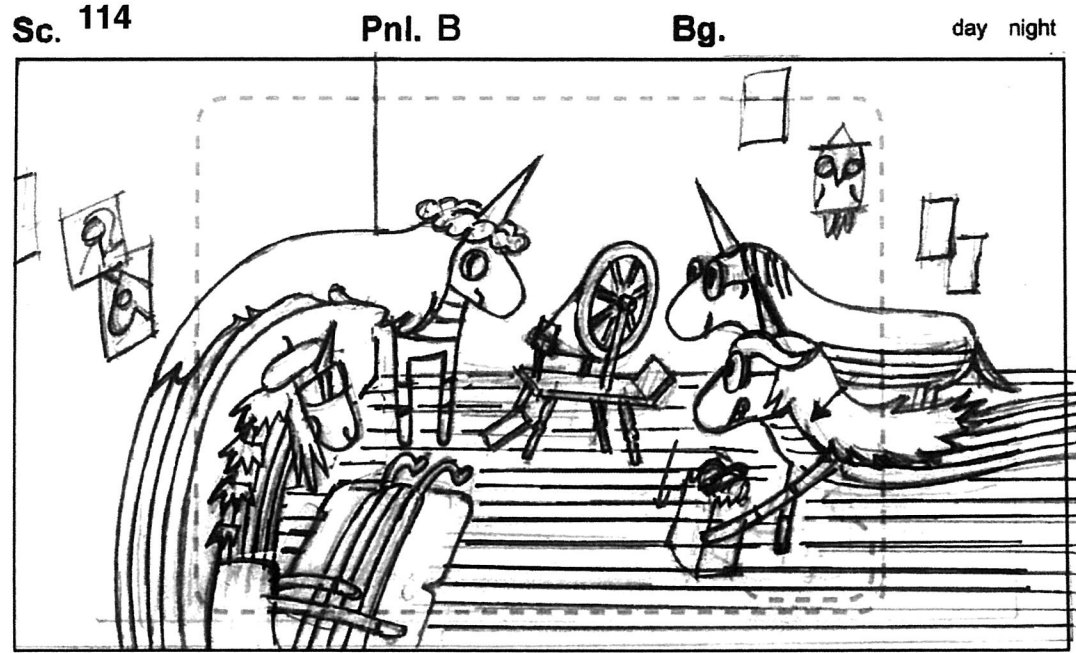
Dialog:	<u>ETHEL</u> : -- love alone! One must --	<u>ETHEL</u> : -- ALSO HAVE GROCERIES...
Action:	- BOB + ETHEL WALK TOWARDS LADY.	
Timing:		

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ADVENTURE TIME



Dialog:	<p><u>Lee</u>: Hey, groceries are a dog-driven concept.</p>
Action:	<p>Mom puts down the bag.</p> <p>- LR, BOB, ETHEL TURN TOWARDS LEE.</p>
Timing:	

EPISODE # 1034-232
Production :

ADVENTURE TIME



No Sc116

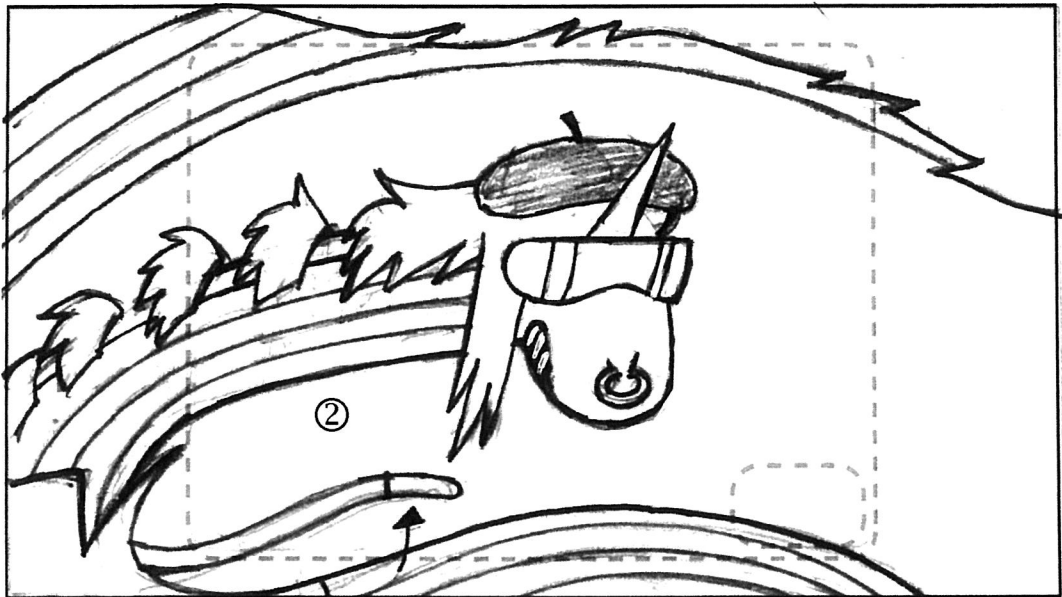
Page 253

Sc.115

Pnl. A

Bg.

day night

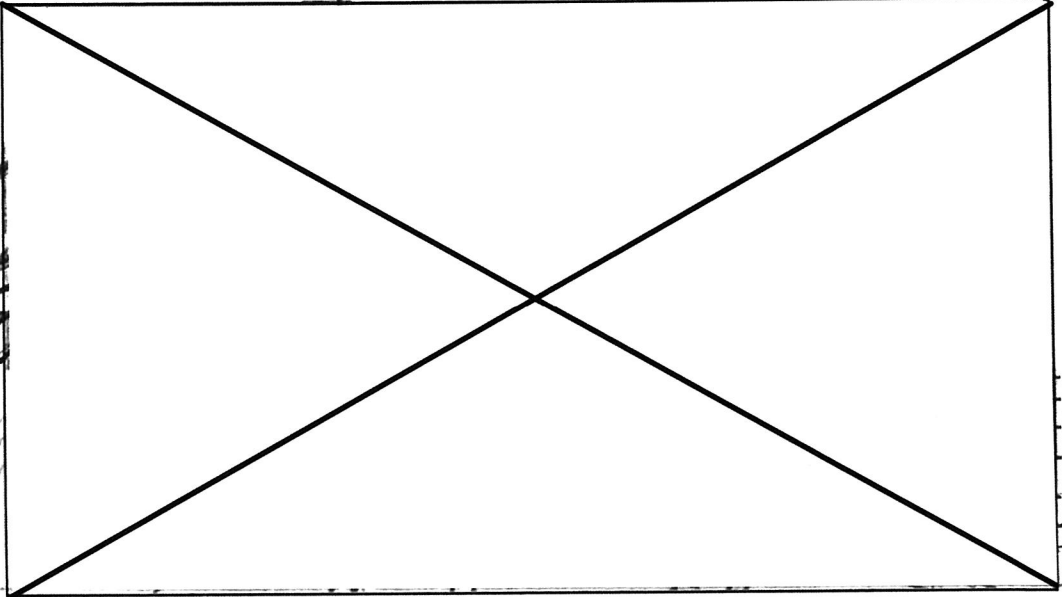


Sc.

Pnl.

Bg.

day night

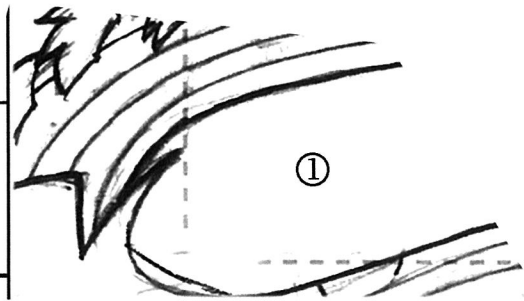


Dialog:

Lee: Nutrition is everywhere --
IN THE BUSHES, THE TREES... EVEN IN --

Action:

Timing:



EPISODE # 1034-232

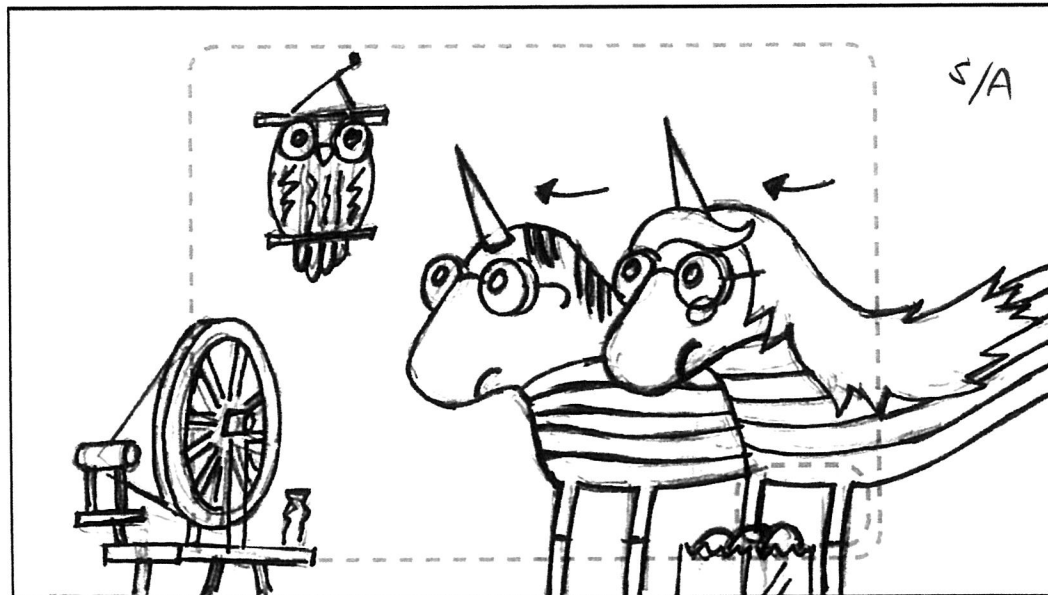
Production :

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Page 254

day night



Lee (O.S.): -- to feed this entire city
for a year!

- BOB + ETHEL LOOK AT OWL,

Timing:

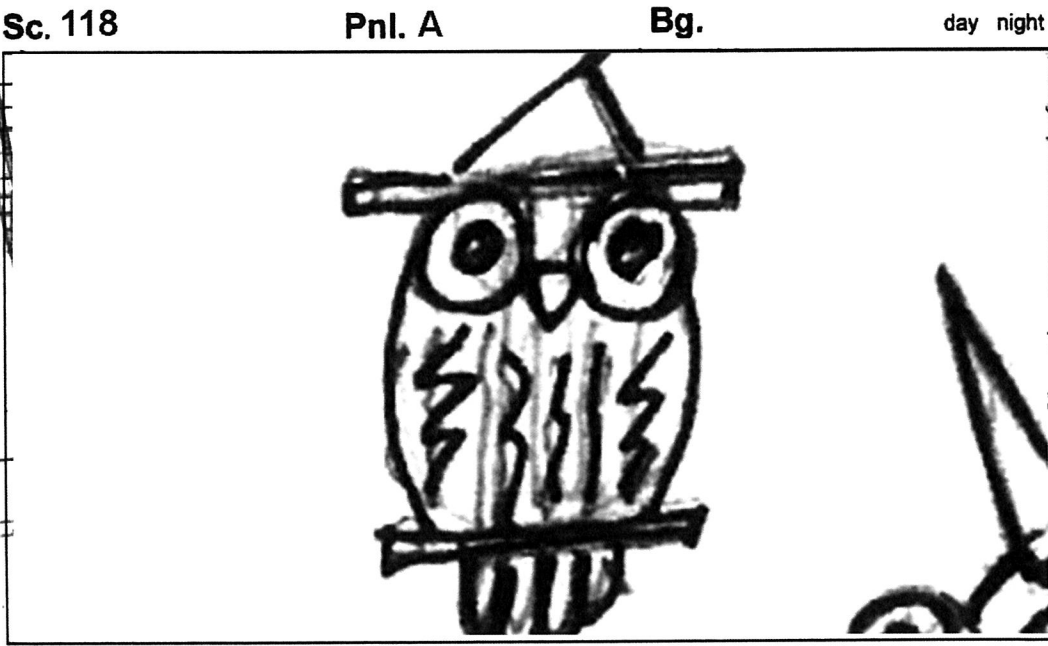
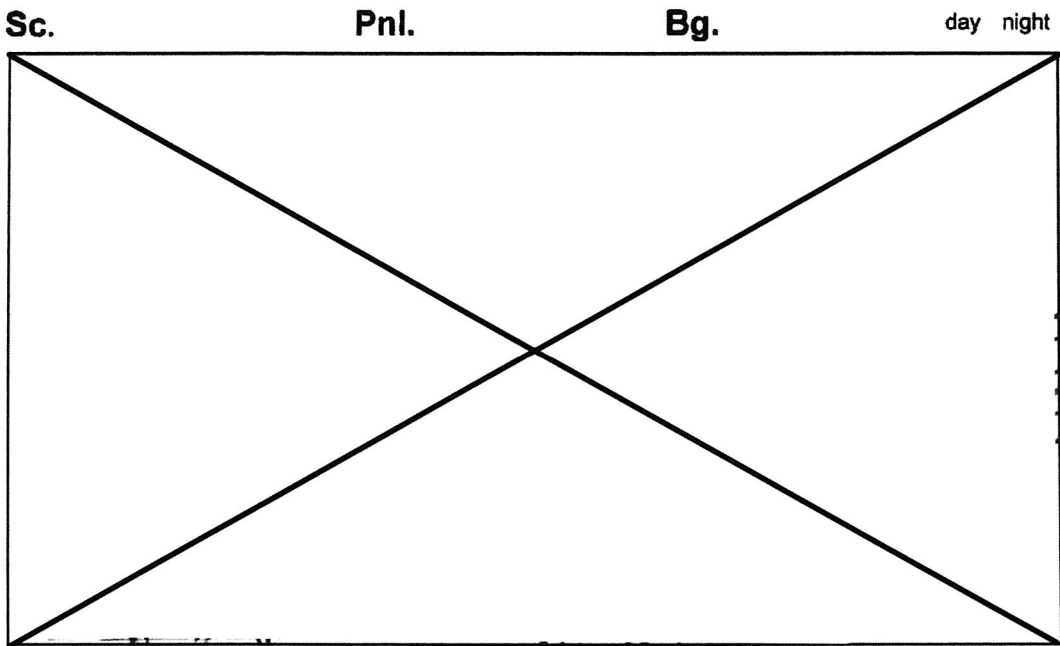
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ADVENTURE TIME



Next Pg257

Page 255



Dialog:	
Action:	Parents leaving the apartment. (Dad followed by Mom.) EVENING / NIGHT
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



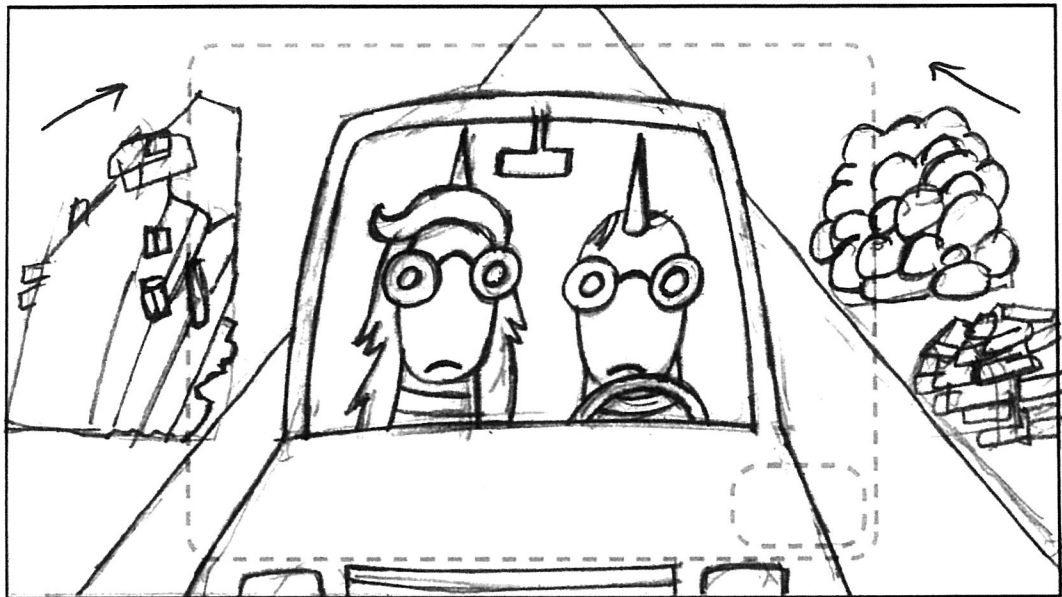
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Sc. 119

Pnl. A

Bg.

day night

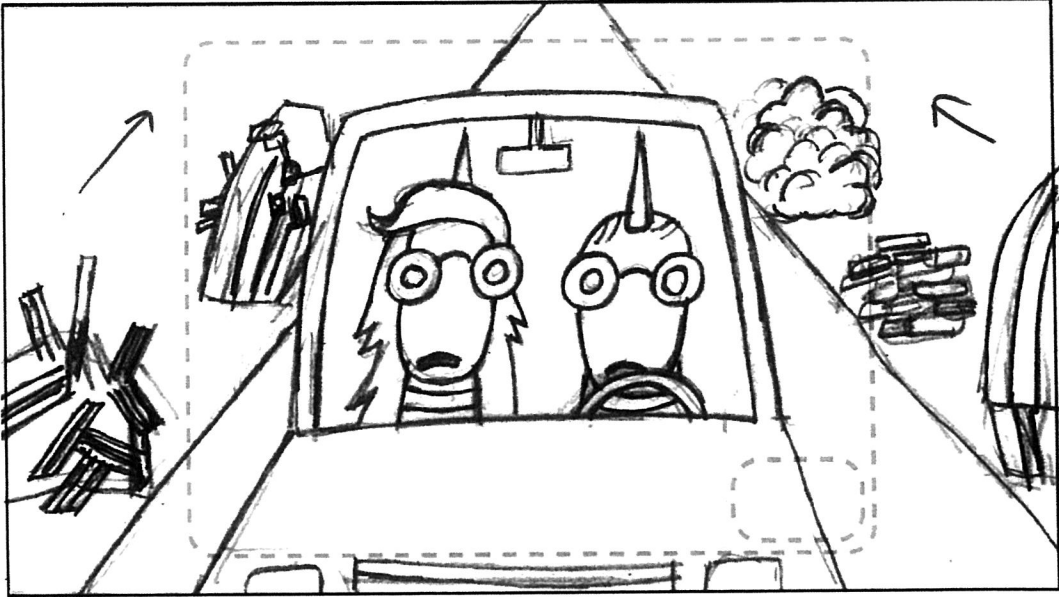


Sc. 119

Pnl. B

Bg.

day night



Dialog:

ETHEL: What ever does she see in
such an idiot?

Action:

- BG is an animated perspective.
NIGHT time.

Timing:

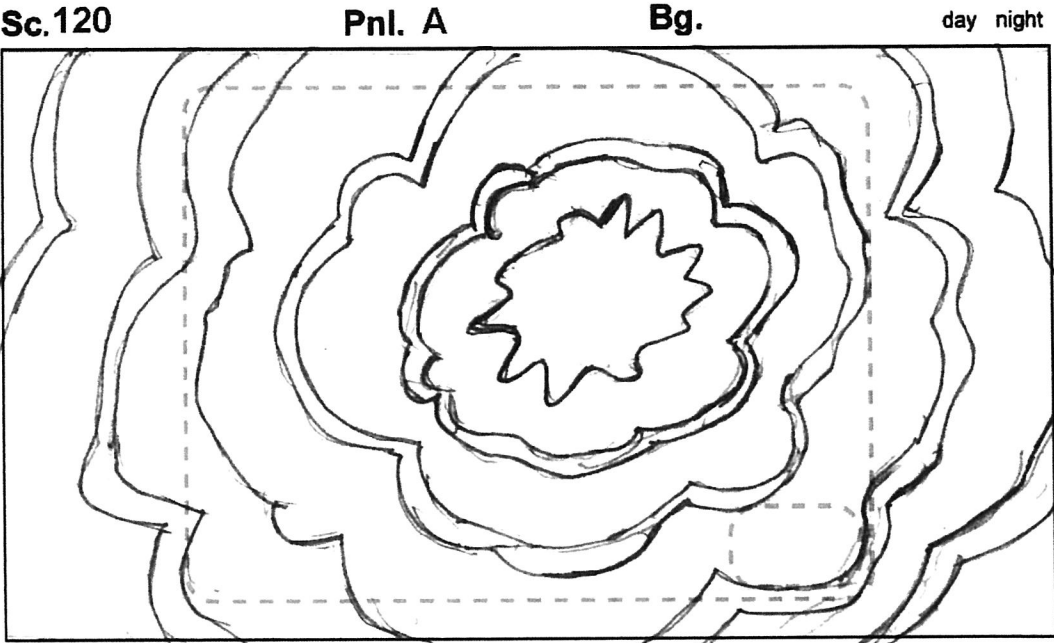
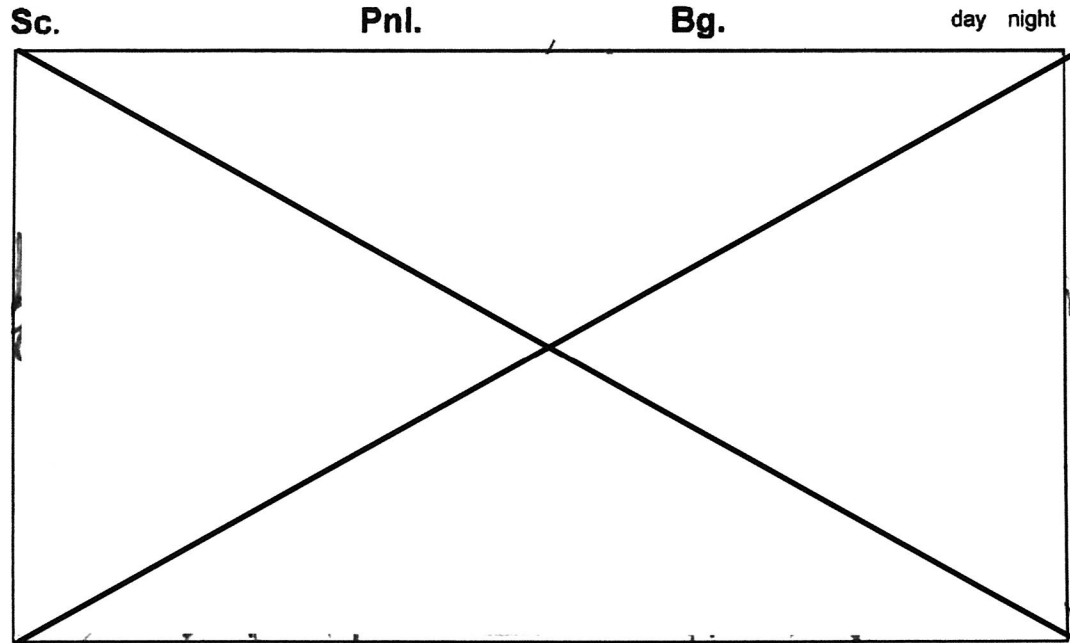
EPISODE # 1034-232

Production :

ADVENTURE TIME



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Dialog:	<u>Groovy music sting.</u>
Action:	— Cut to DAY, crystal sky.
Timing:	

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ADVENTURE TIME



Sc. 120

Pnl. B

Bg.

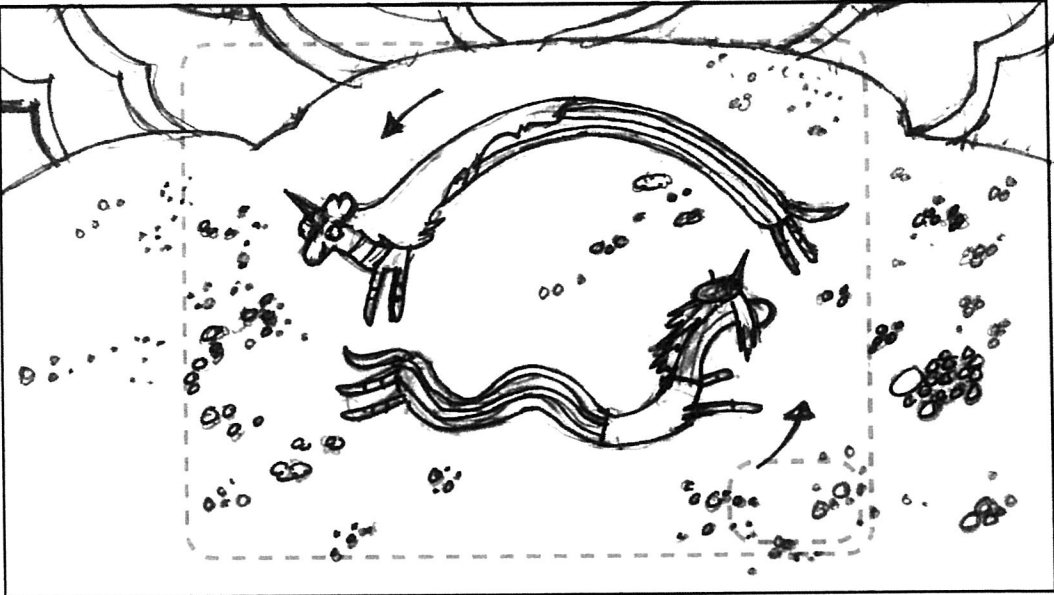
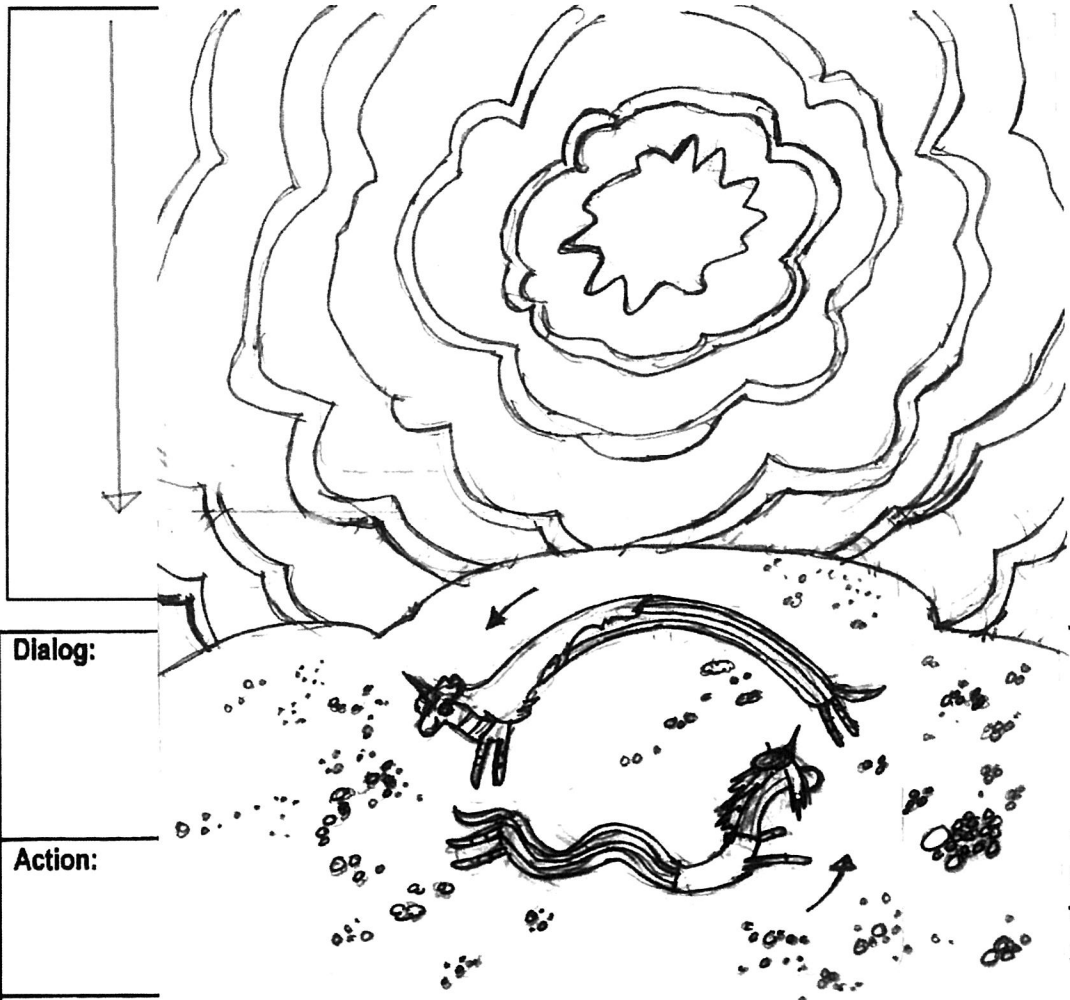
day night

Sc. 120

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

Groovy carefree music.

LR: Hee hee hee

Lee: Ha ha ha

Pan down to LR and Lee,
who are running around
playfully.

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ADVENTURE TIME

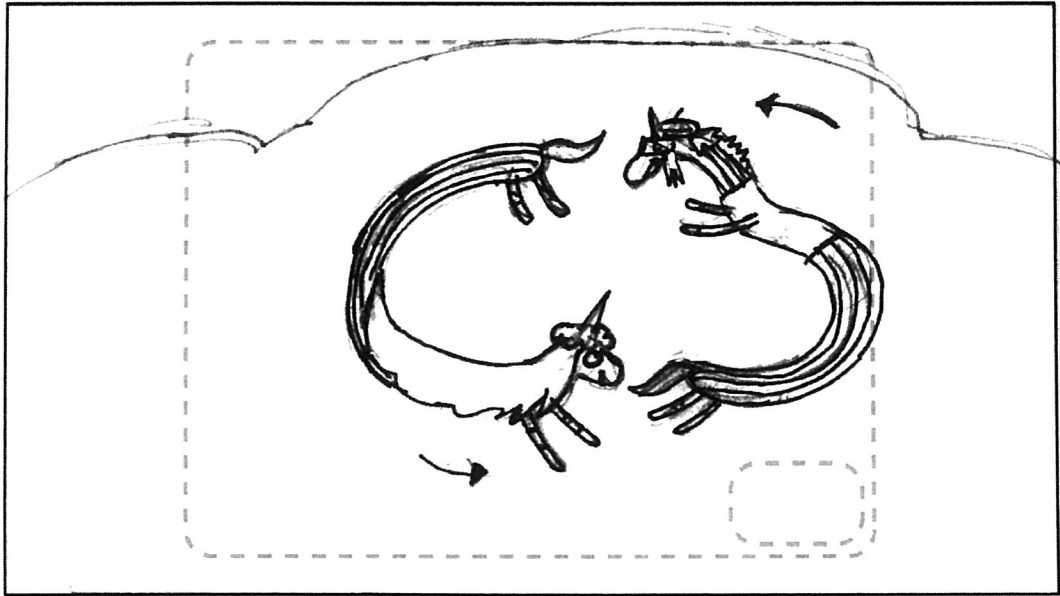


Sc. 120

Pnl. D

Bg.

day night

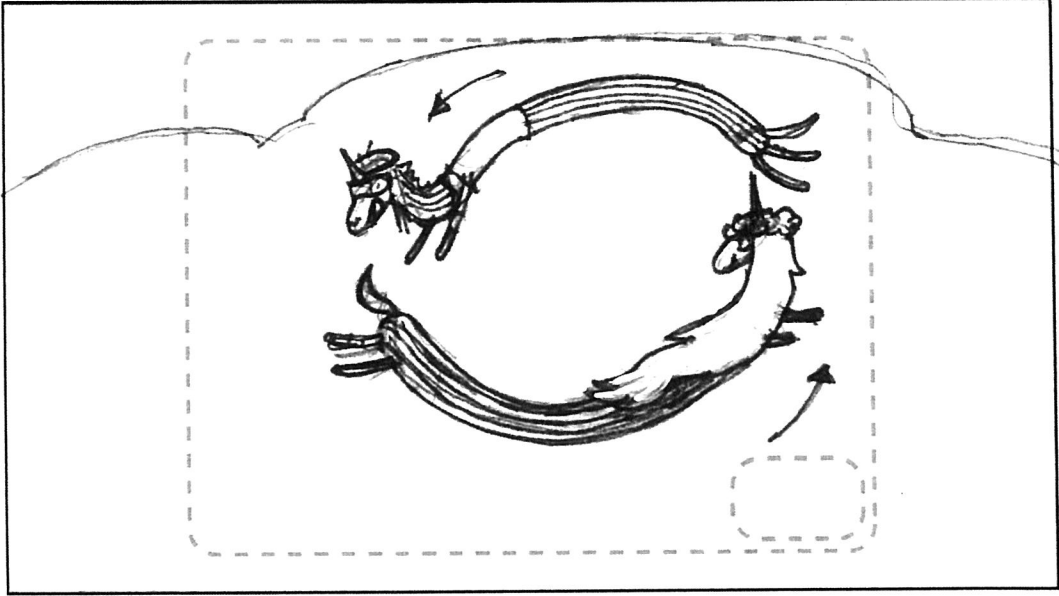


Sc. 120

Pnl. E

Bg.

day night



Dialog:
Action: LR and Lee chase each other around.
Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



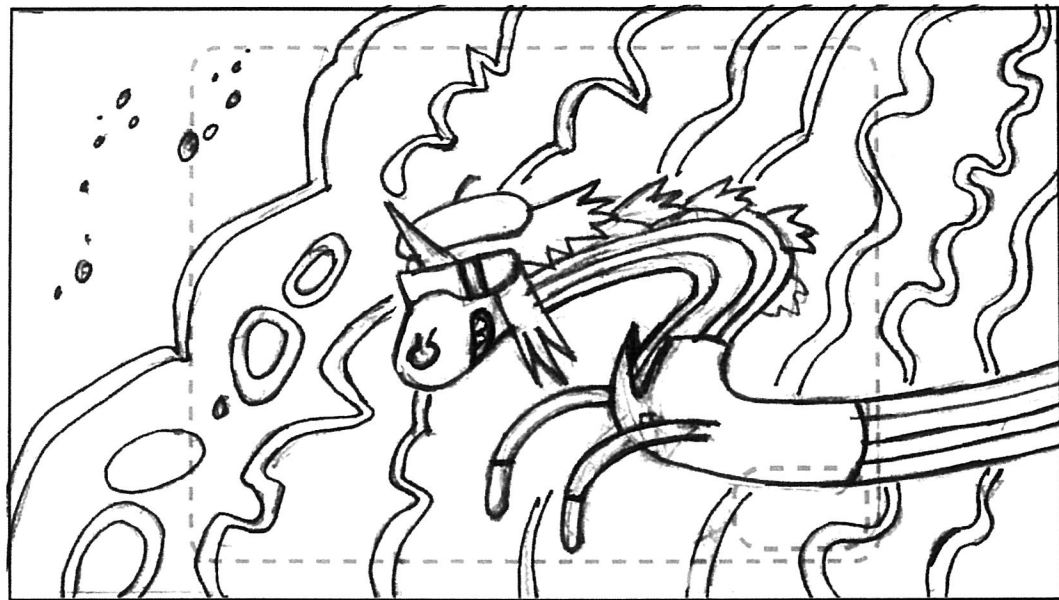
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Sc. 121

Pnl. A

Bg.

day night

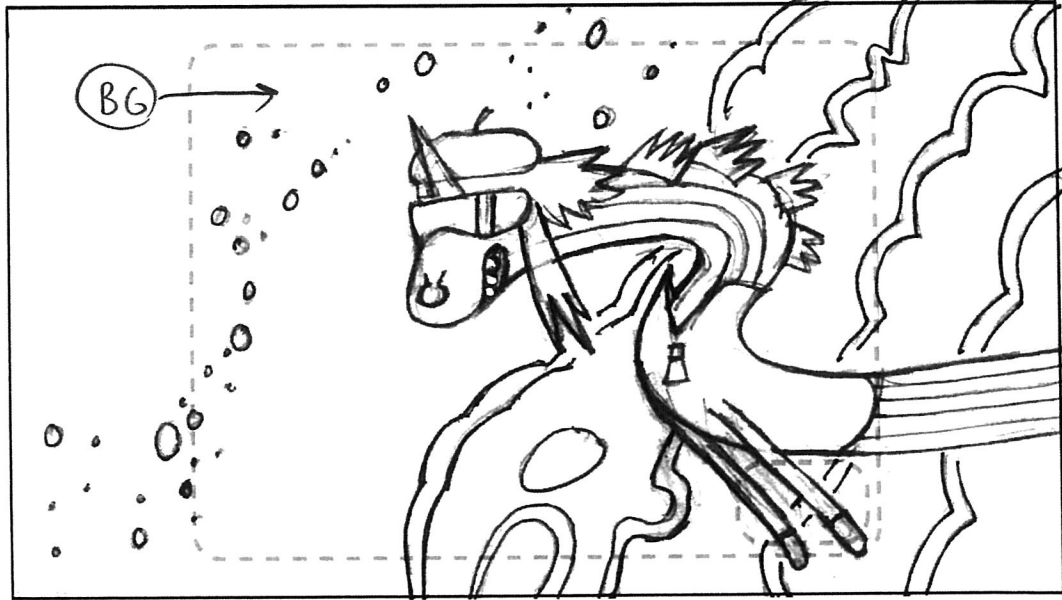


Sc. 121

Pnl. B

Bg.

day night



Dialog:

Lee: You're beautiful, baby!

Action:

- LR P.O.V. of Lee.

Timing:

EPISODE # 1034-232

Production :

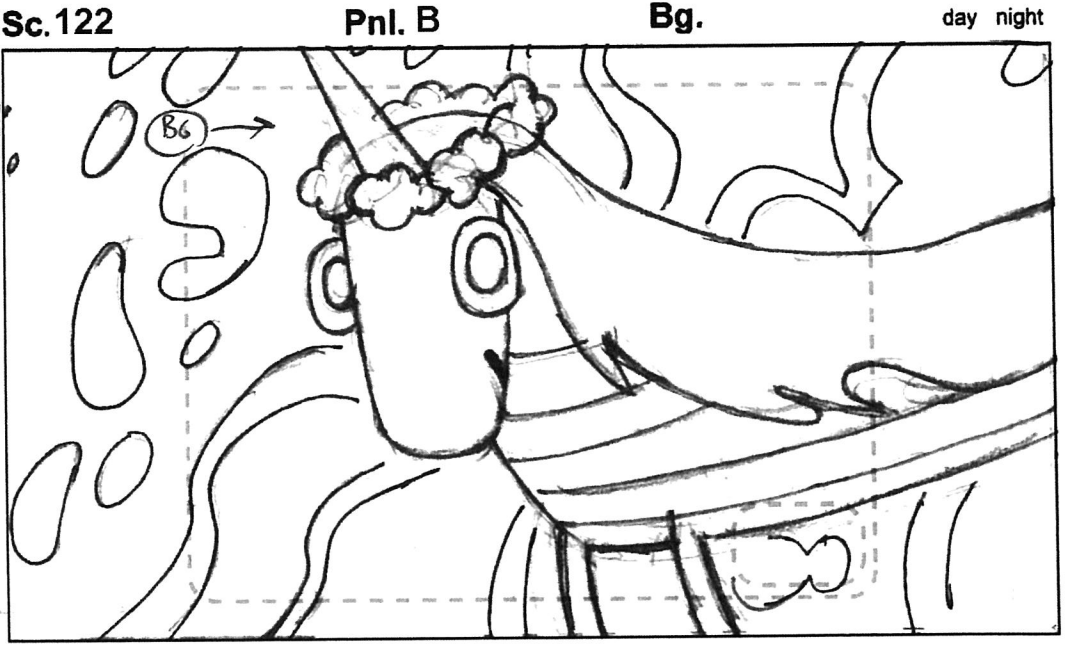
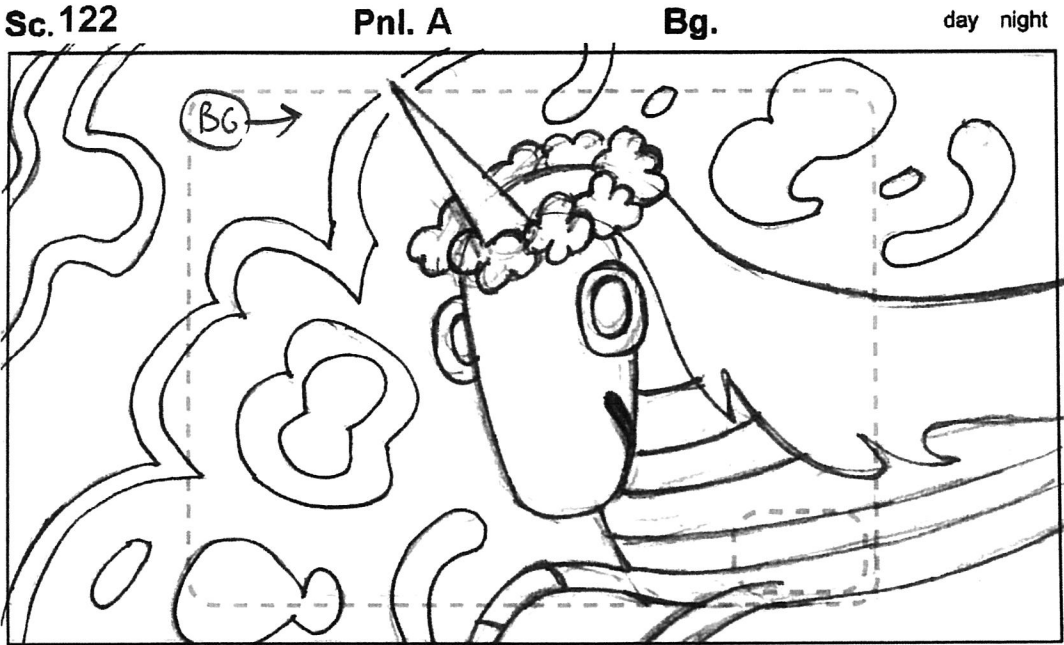
ADVENTURE TIME



Next Pg273

Page 262

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Dialog:	<u>LR</u> : [Giggle] OH LEE ...
Action:	Lee P.O.V. or LR running.
Timing:	

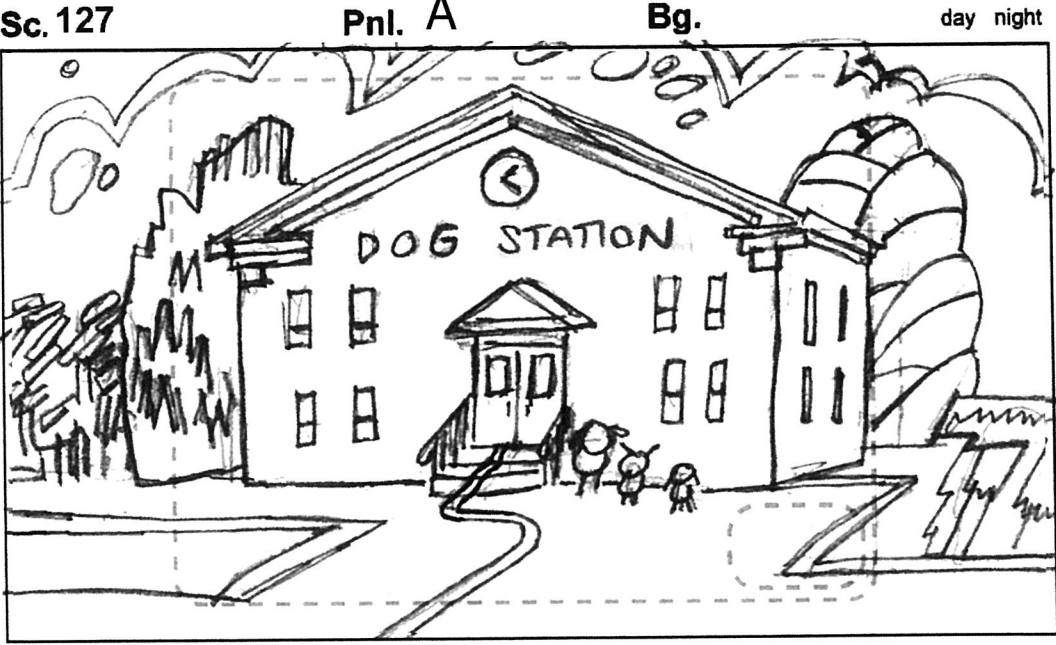
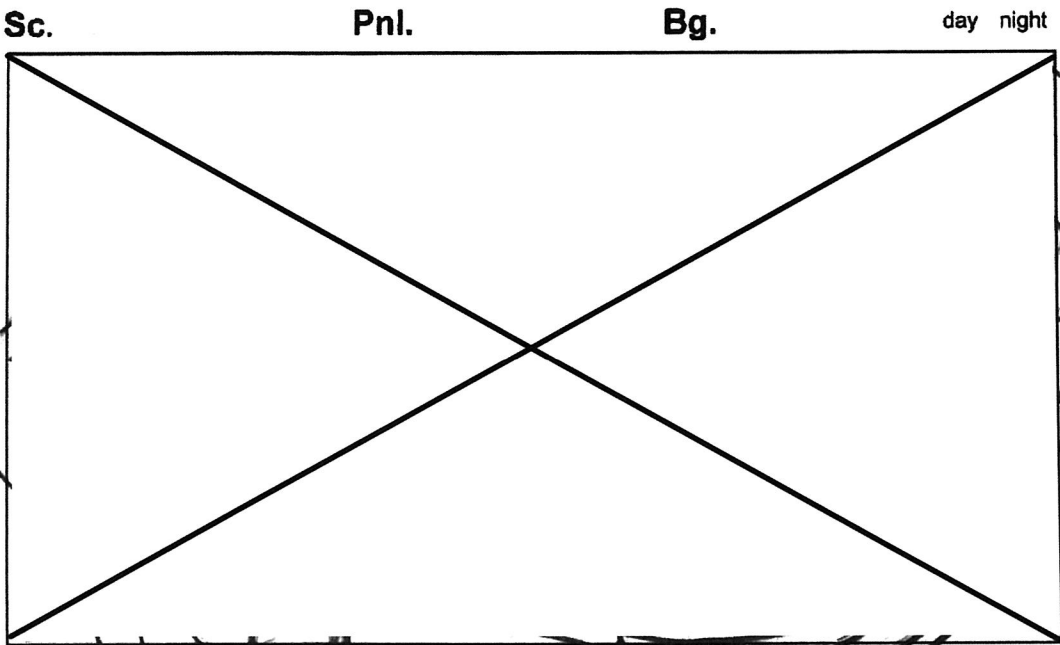
EPISODE # 1034-232

Production :

ADVENTURE TIME



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Dialog:	<u>Funky dirty guitar sting.</u>
Action:	Cut to a dog school. DAY.
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



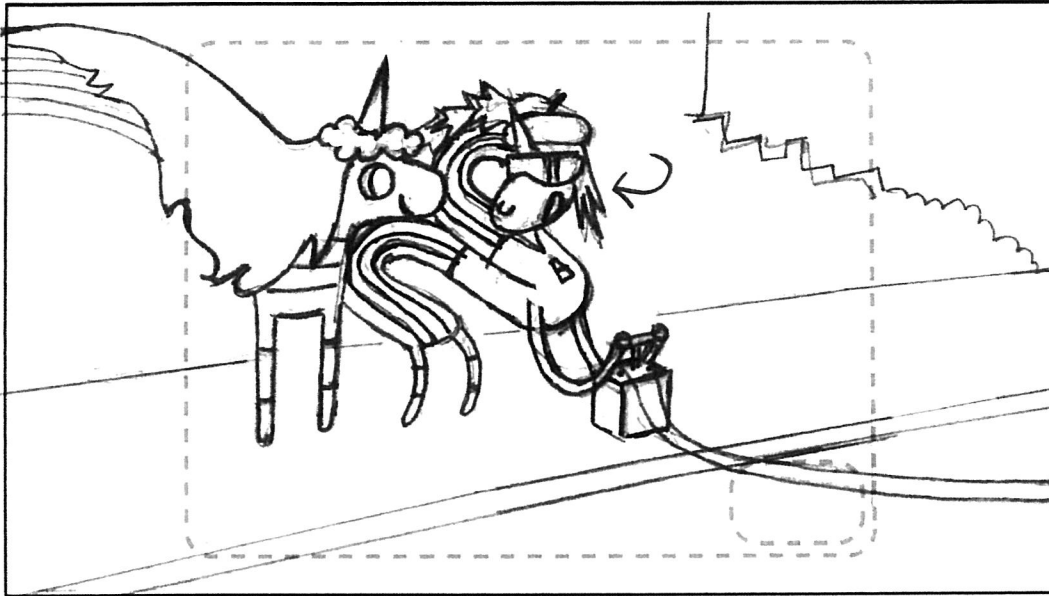
Page 274

Sc. 128

Pnl. A

Bg.

day night

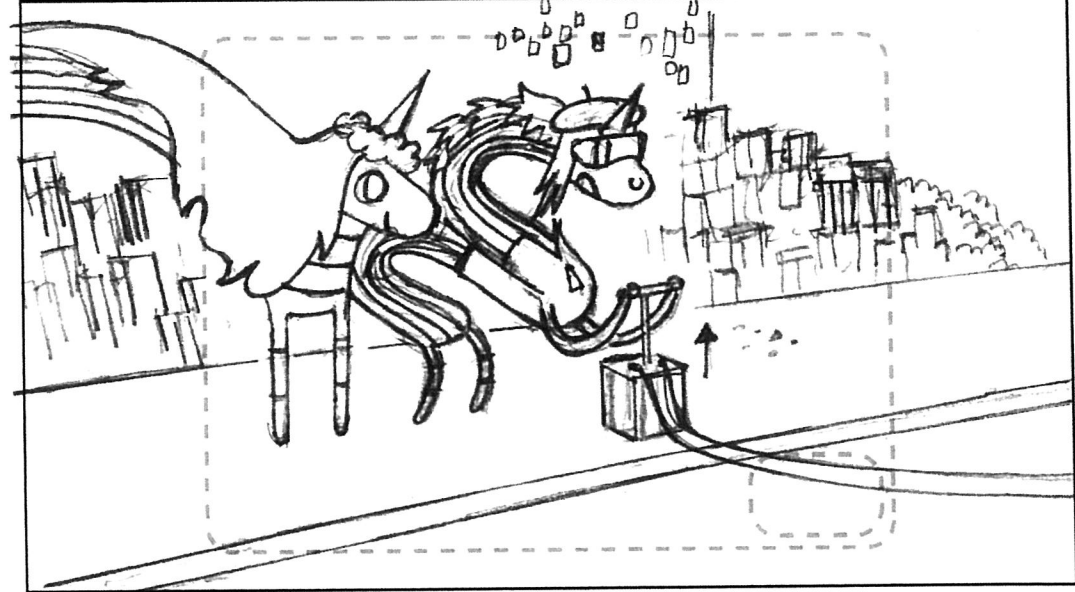


Sc. 128

Pnl. B

Bg.

day night



Dialog:

Lee: Watch this, baby!

Action:

-LEE TURNS TOWARDS LR.

- Lee pulls up plunger thing,

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 275

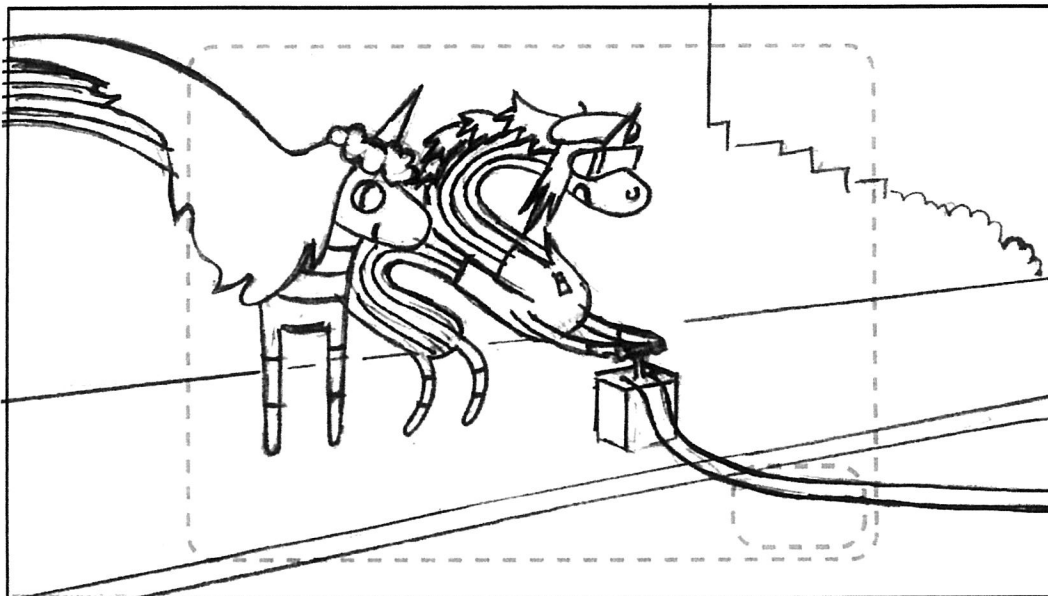
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Sc. 128

Pnl. C

Bg.

day night



Sc. 129

Pnl. A

Bg.

day night



Dialog:

Sfx: * CLK *

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 276

Sc. 129

Pnl. B

Bg.

day night

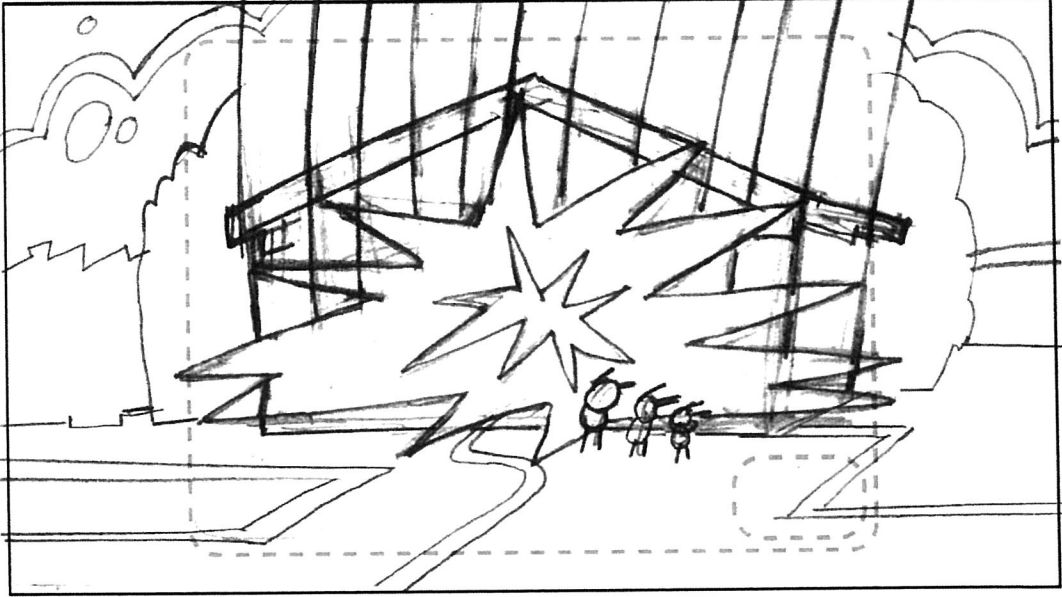


Sc. 129

Pnl. C

Bg.

day night



Dialog:

SFX:

FOOOM!!

Action:

A flash.

— RAINBOW BLAST makes STATION HOUSE disappear.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



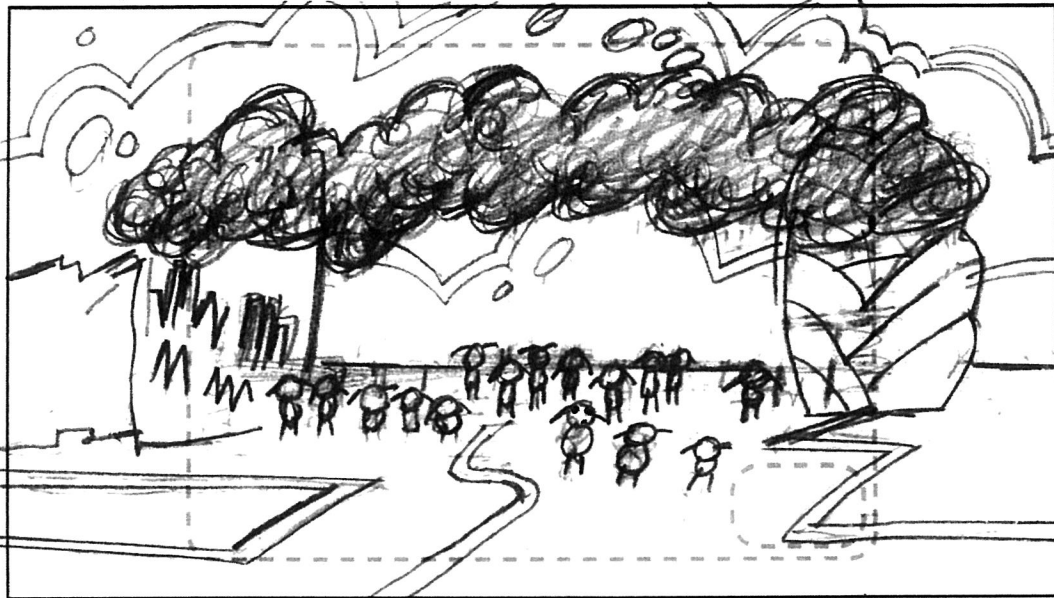
Page **277**

Sc. 129

Pnl. D

Bg.

day night

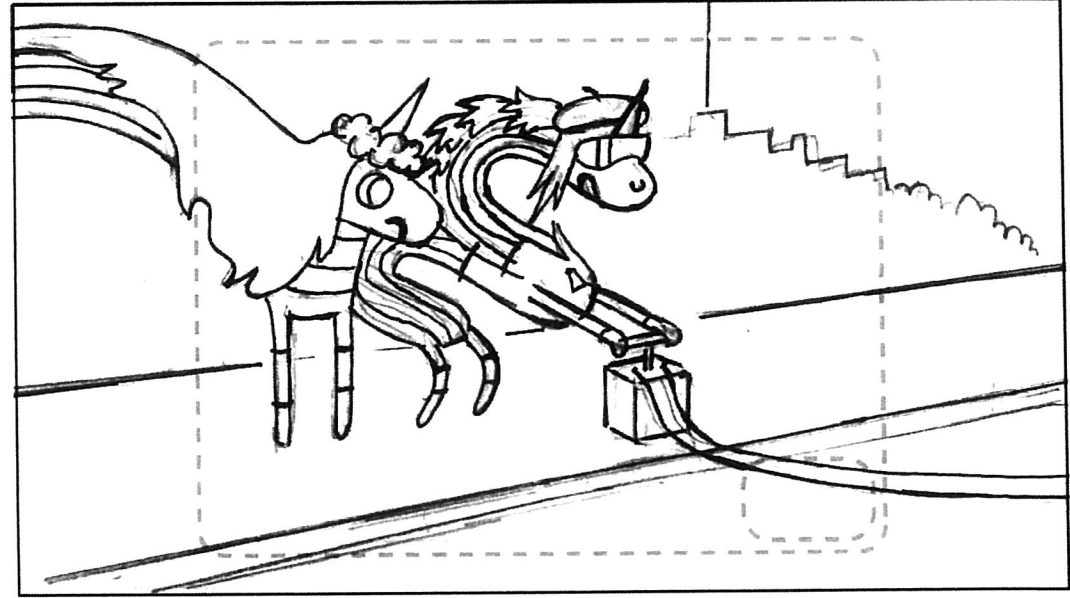


Sc. 130

Pnl. A

Bg.

day night



Dialog:

Lee: Ha ha ha!

Action:

< DOGS ARE UNHARMED >

DETAIL:



ECT.

-LR LOOKS CONCERNED.

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



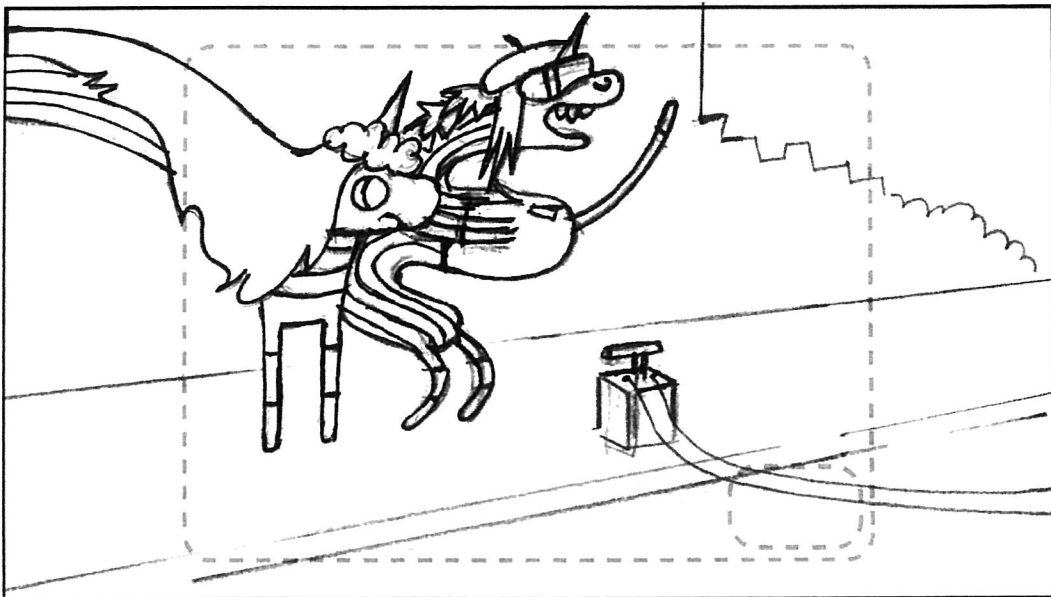
Page 278

Sc. 130

Pnl. B

Bg.

day night

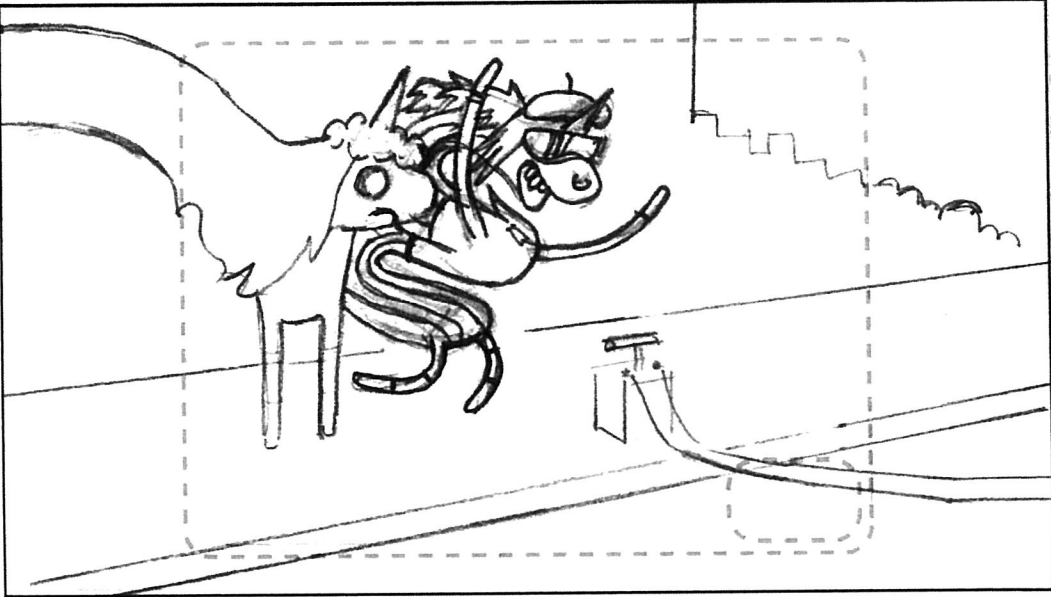


Sc. 130

Pnl. C

Bg.

day night



Dialog:

Lee: Whooo!

Lee: Ha ha ha!

Action:

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

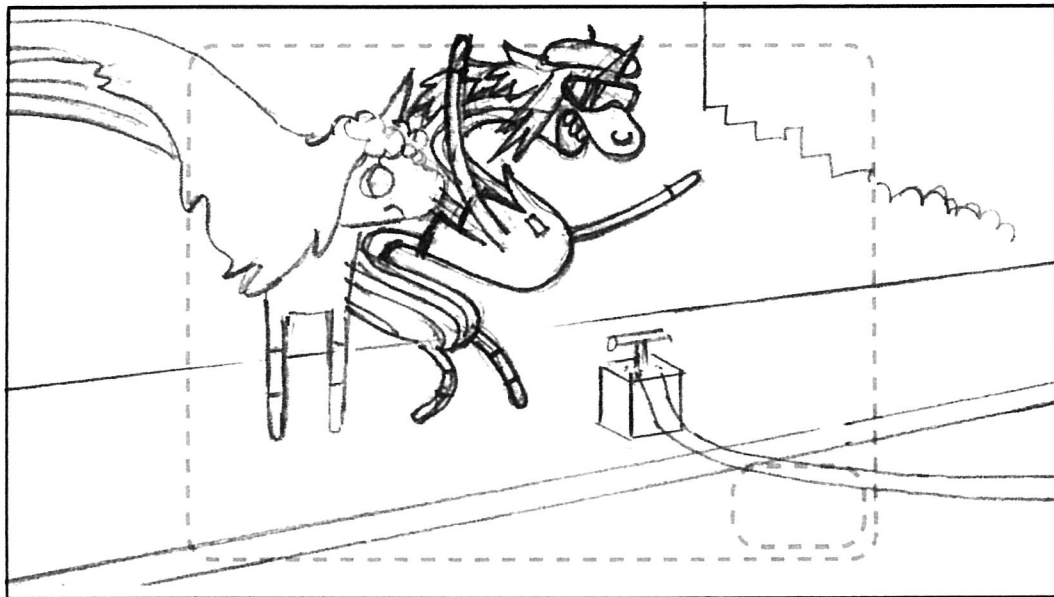


Sc. 130

Pnl. D

Bg.

day night

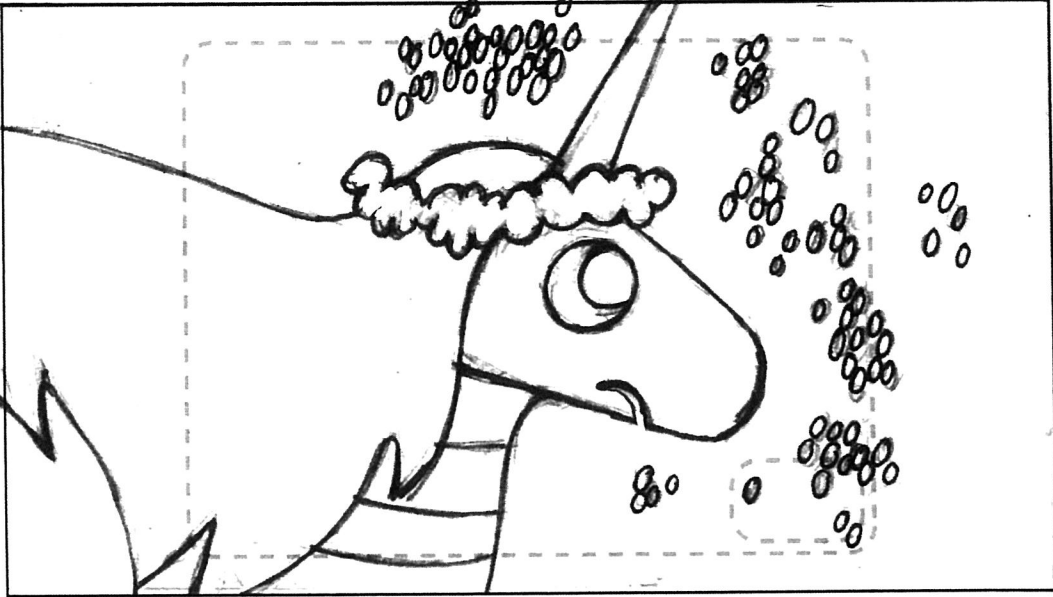


Sc. 131

Pnl. A

Bg.

day night



Dialog:

Lee: I hate dogs, baby!

Lee: I hate those stinkin' dogs!

LR: (UNDER HER BREATH)
OH LEE...

Action:

Timing:

~~1034-232~~

EPISODE #

DISS.

Production :

ADVENTURE TIME



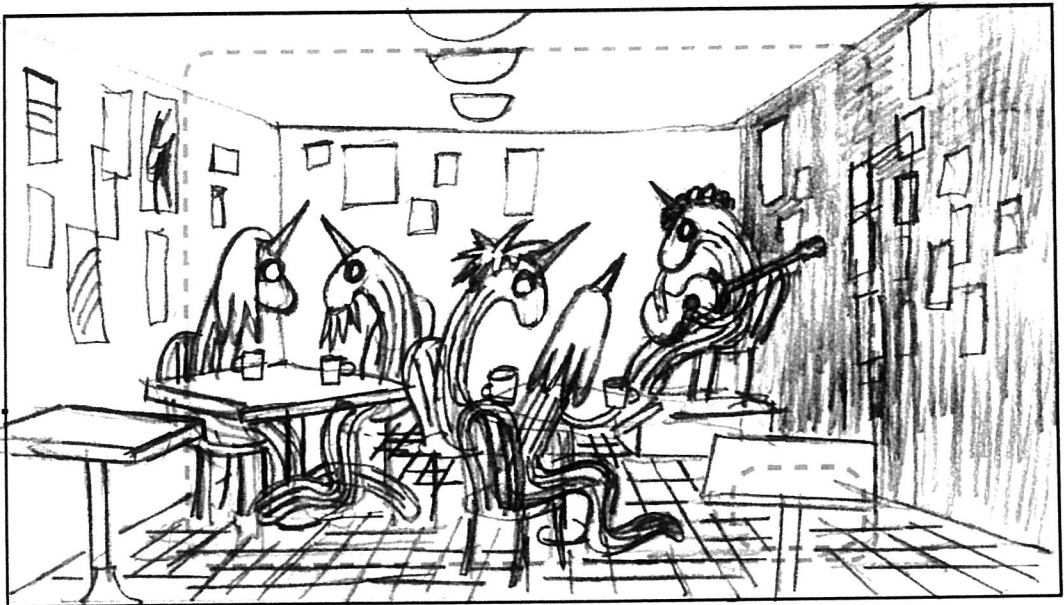
DISC
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Sc. 132

Pnl. A

Bg.

day night



Sc. 133

Pnl. A

Bg.

day night



Dialog:

Acoustic guitar playing.

Action:

— Inside a coffee house.

Another angle in the coffee house,
showing the street door.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

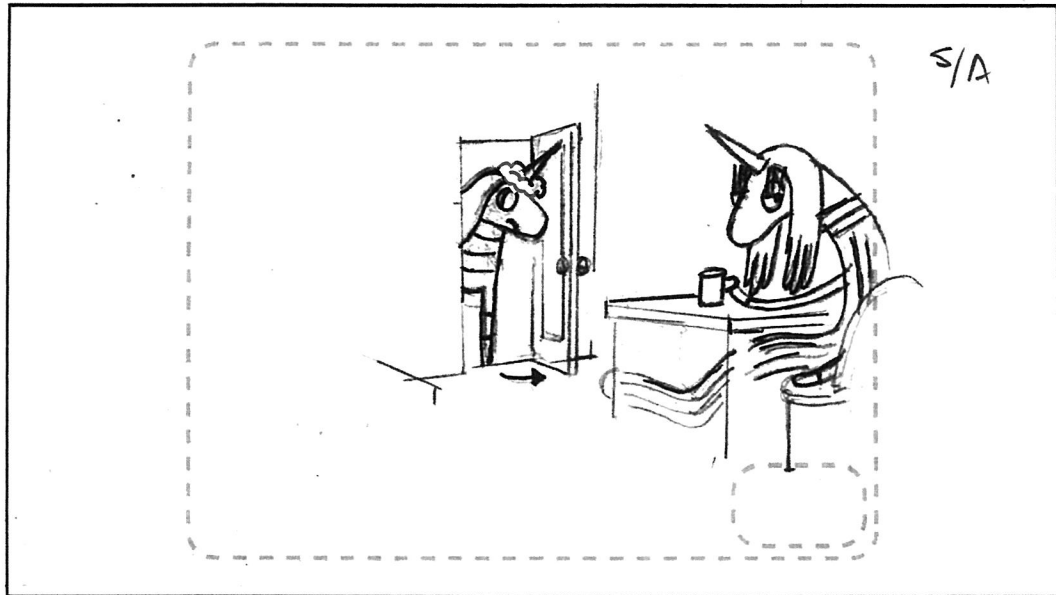


Sc. 133

Pnl. B

Bg.

day night

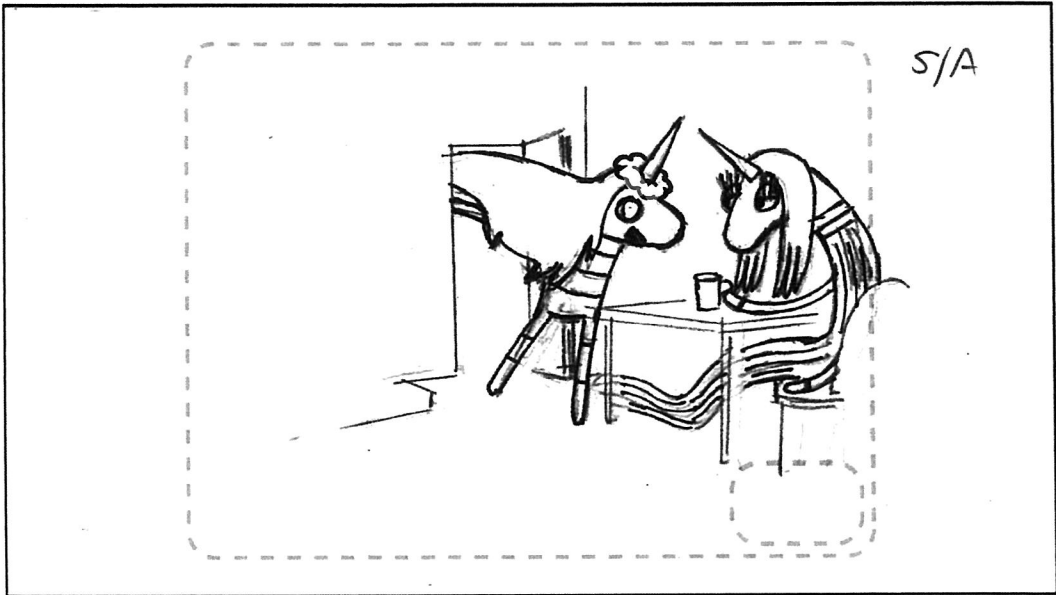


Sc. 133

Pnl. C

Bg.

day night



Dialog:

LR: Lee?

Action:

LR enters from the street.

Timing:

EPISODE # 1034-232

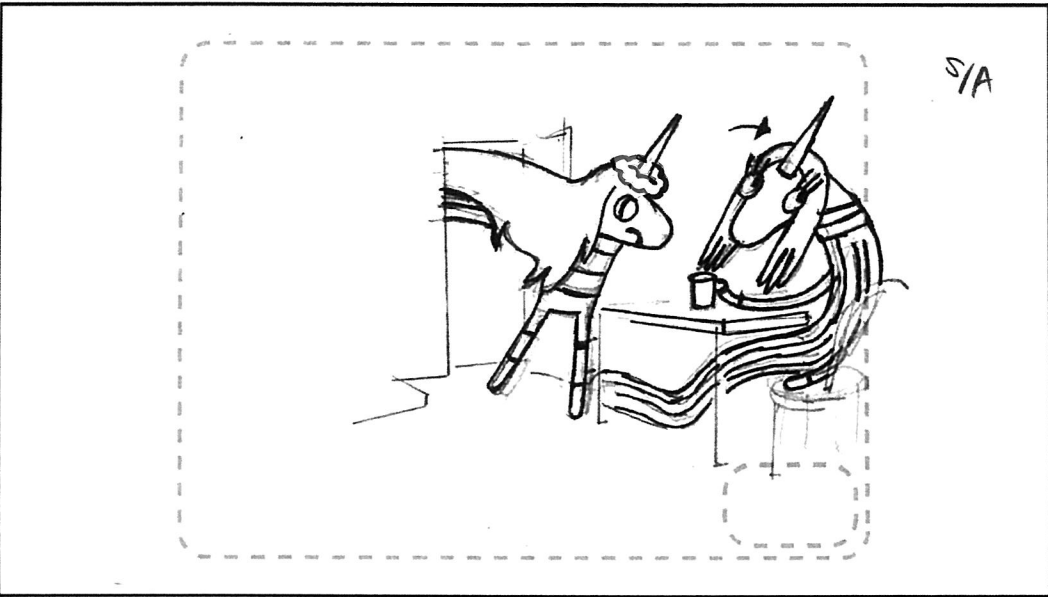
Production :

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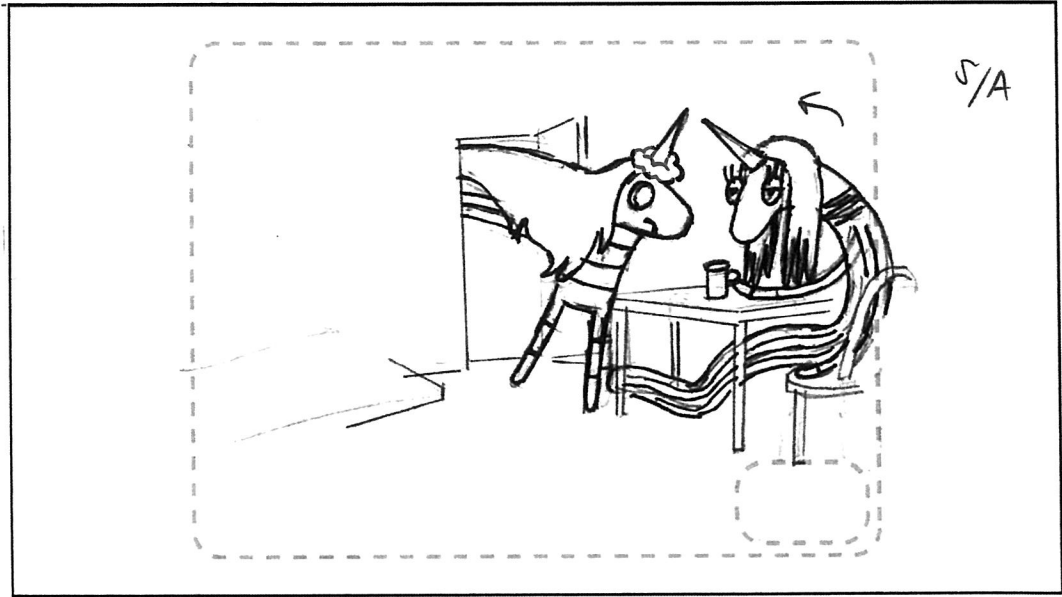
ADVENTURE TIME



Sc. 133 Pnl. D Bg. day night



Sc. 133 Pnl. E Bg. day night



Dialog:
Action: - Rainicorn gestures to the back room.
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Next Pg285

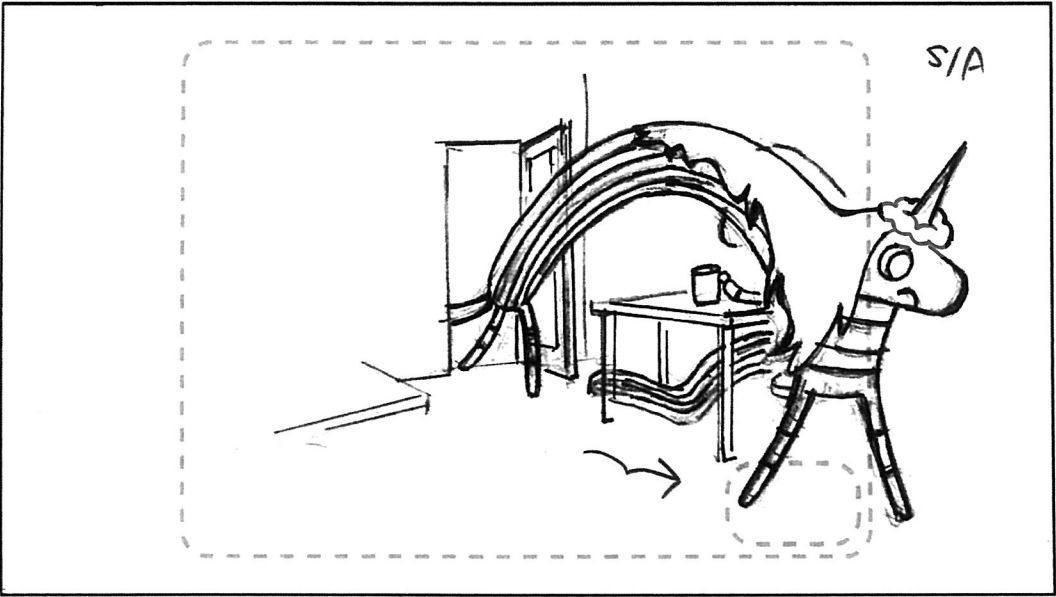
Page 283

Sc. 133

Pnl. F

Bg.

day night

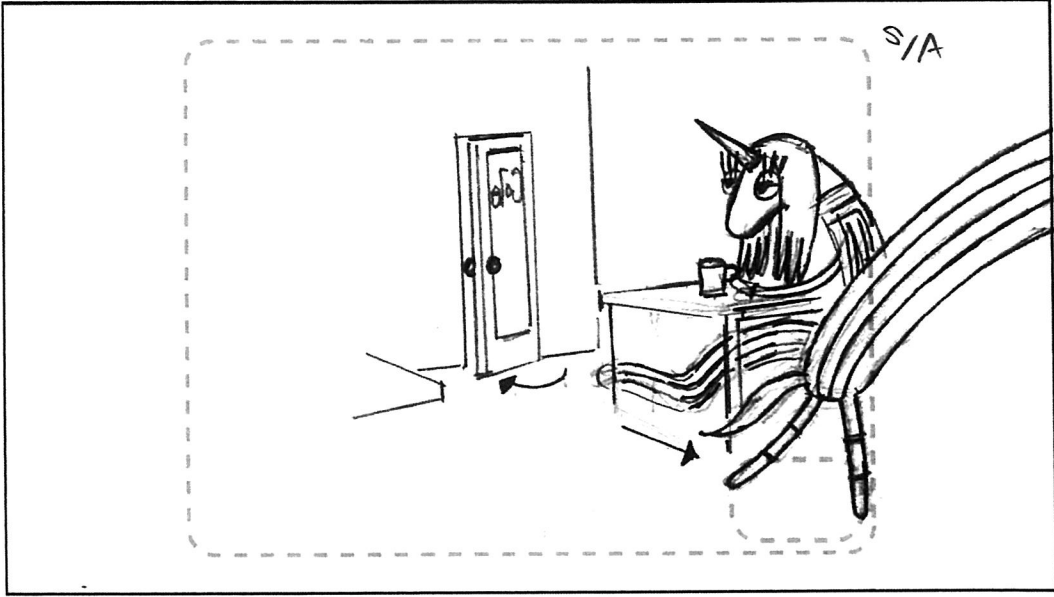


Sc. 133

Pnl. G

Bg.

day night



Dialog:	
Action:	LR walks to the back room. (Door settles to close.)
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 285

Sc.

Pnl.

Bg.

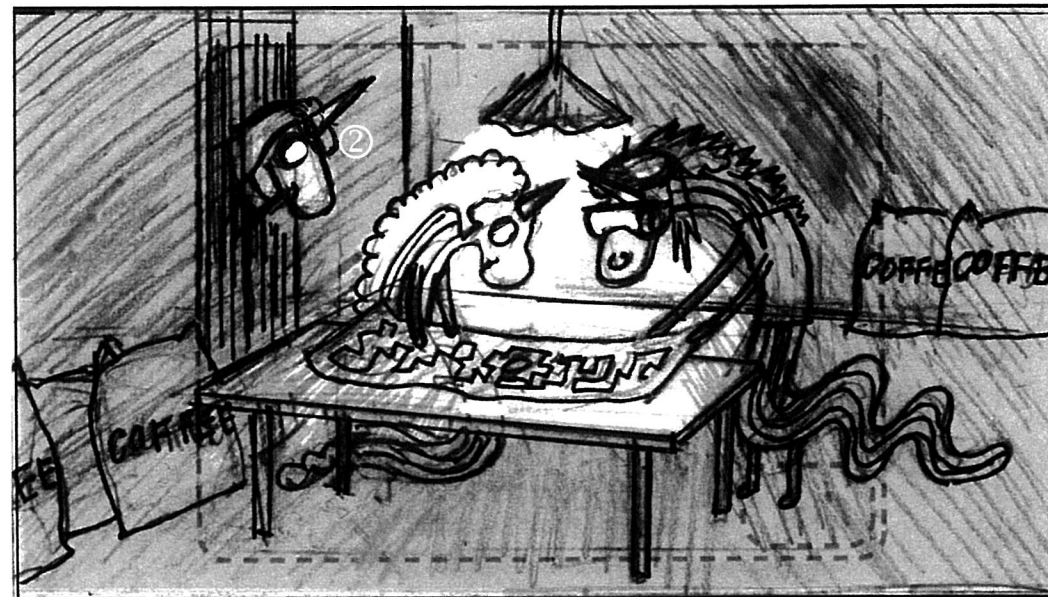
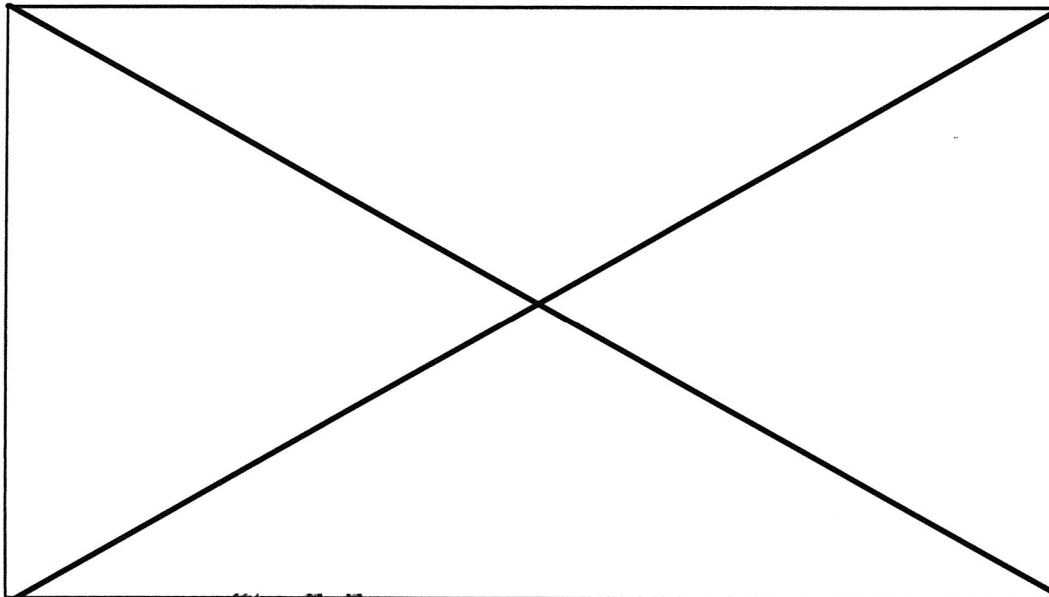
day night

Sc. 135

Pnl. A

Bg.

day night

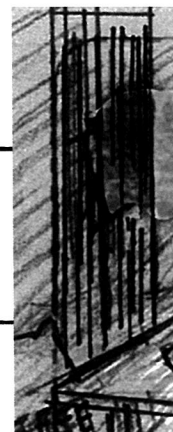


Dialog:

LEE: (9/5) GOT ALL THAT, ROY --

Lee: Once we get the guards out of the way,
all we gotta do is follow this map.

Action:



In the back storage room. Roy and Lee
are looking at a map.

Timing:

①

EPISODE # 1034-232

Production :

ADVENTURE TIME



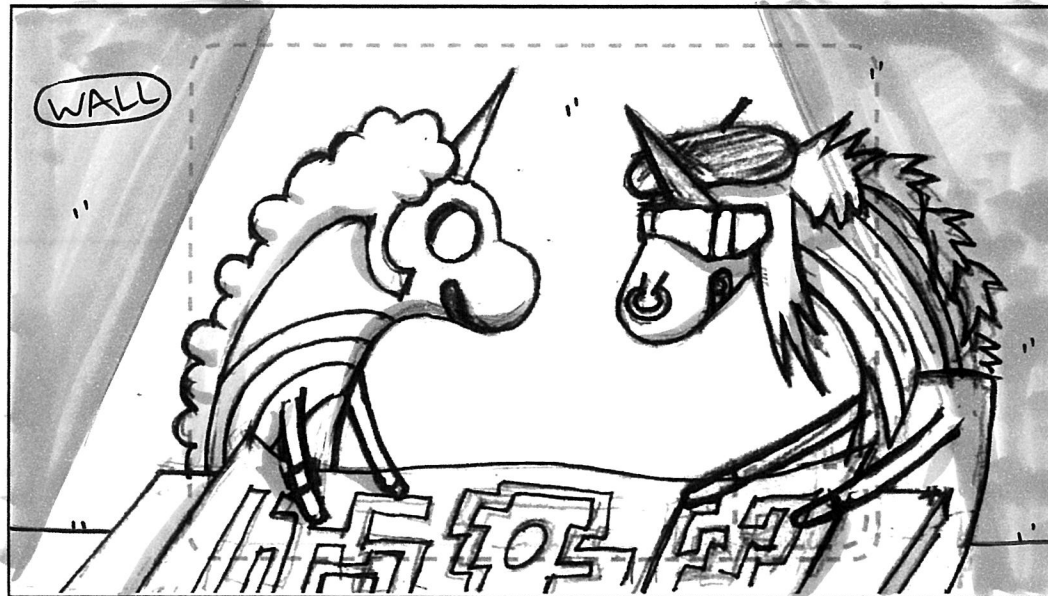
Page 286

Sc. 136

Pnl. A

Bg.

day night

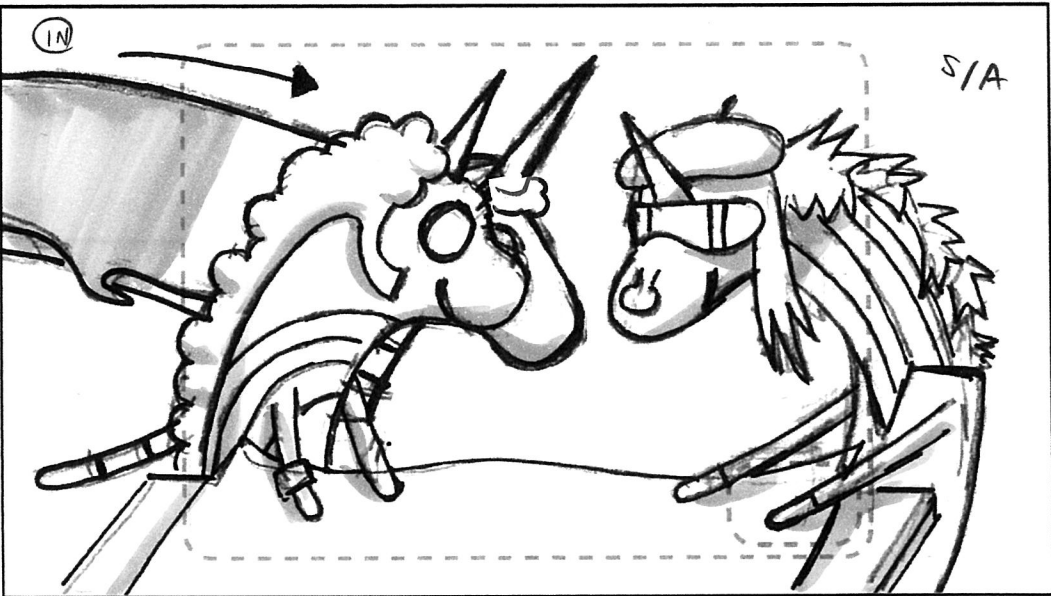


Sc. 136

Pnl. B

Bg.

day night



Dialog:

Roy: This stolen map.

LR: What is --

Action:

-LR WALKS ON/S

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



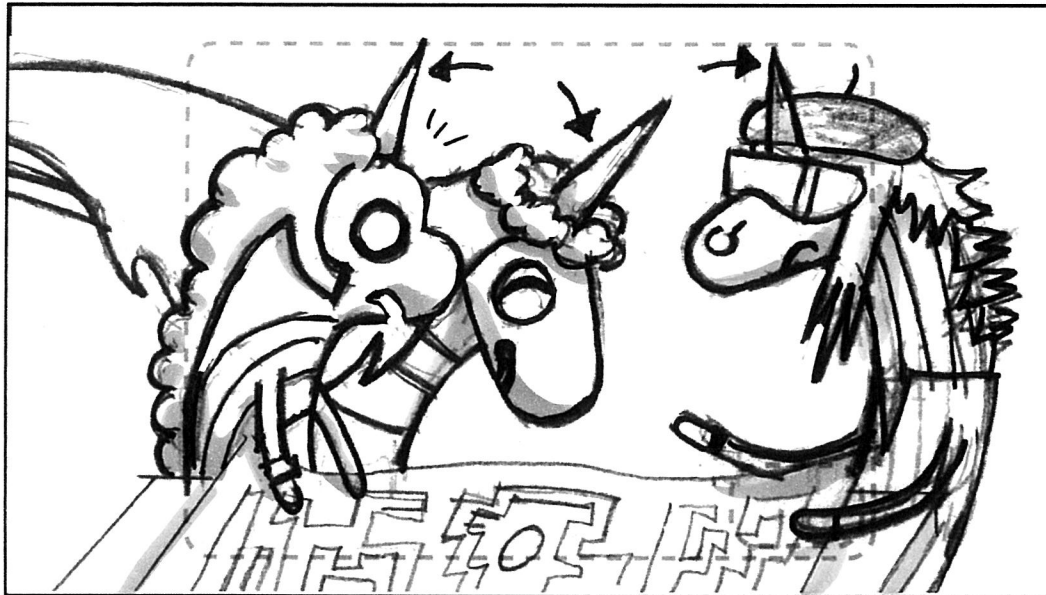
Page 287

Sc. 136

Pnl. C

Bg.

day night

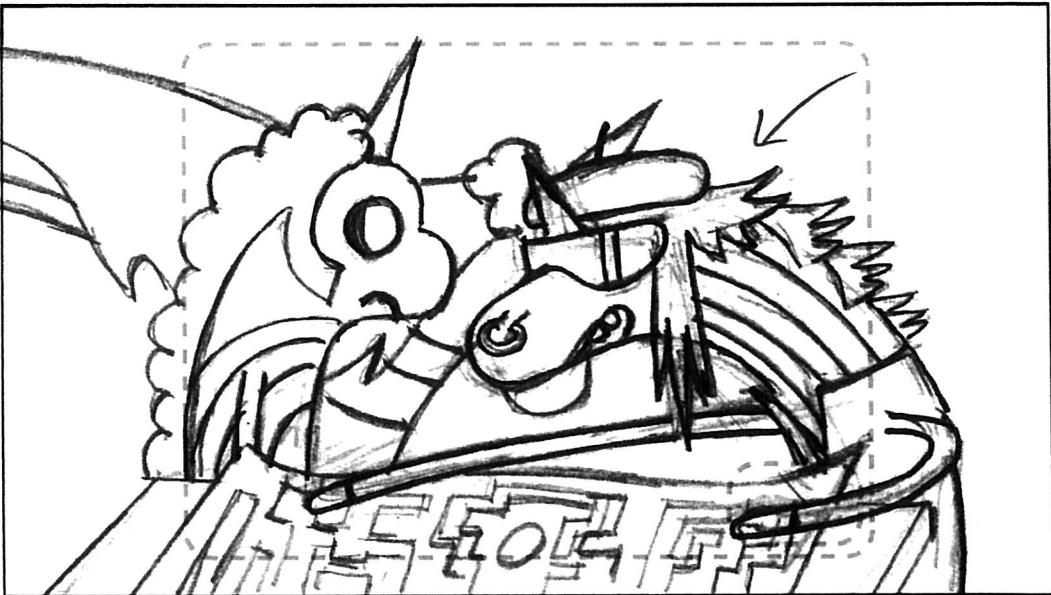


Sc. 136

Pnl. D

Bg.

day night



Dialog:

LR: -- this?

ROY: LADY!

Lee: Uh nuthin' . . .

Action:

- LEE GRABS MAP.

Timing:

EPISODE # 1034-232

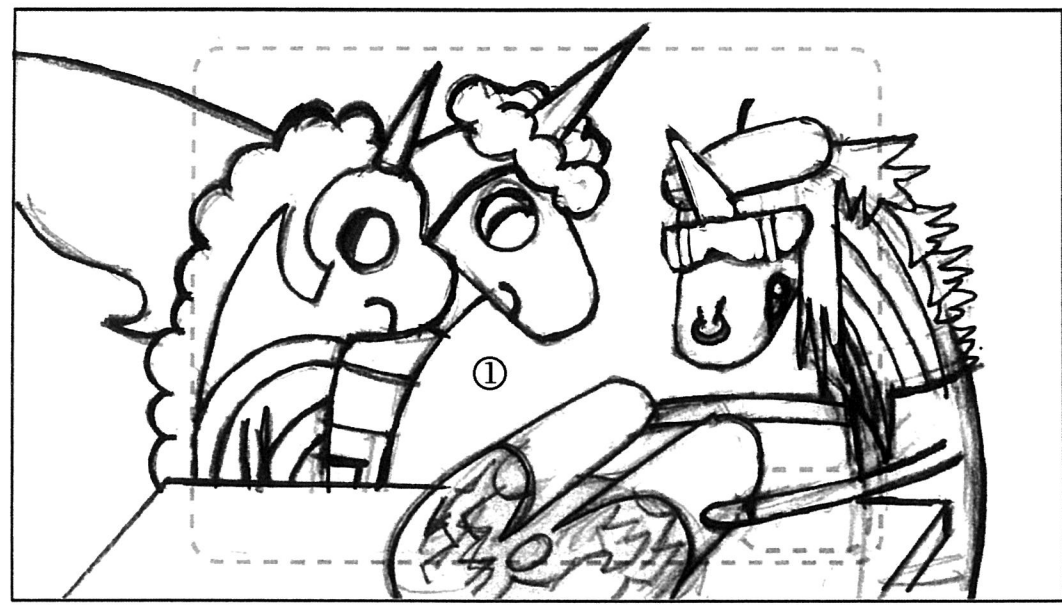
Production :

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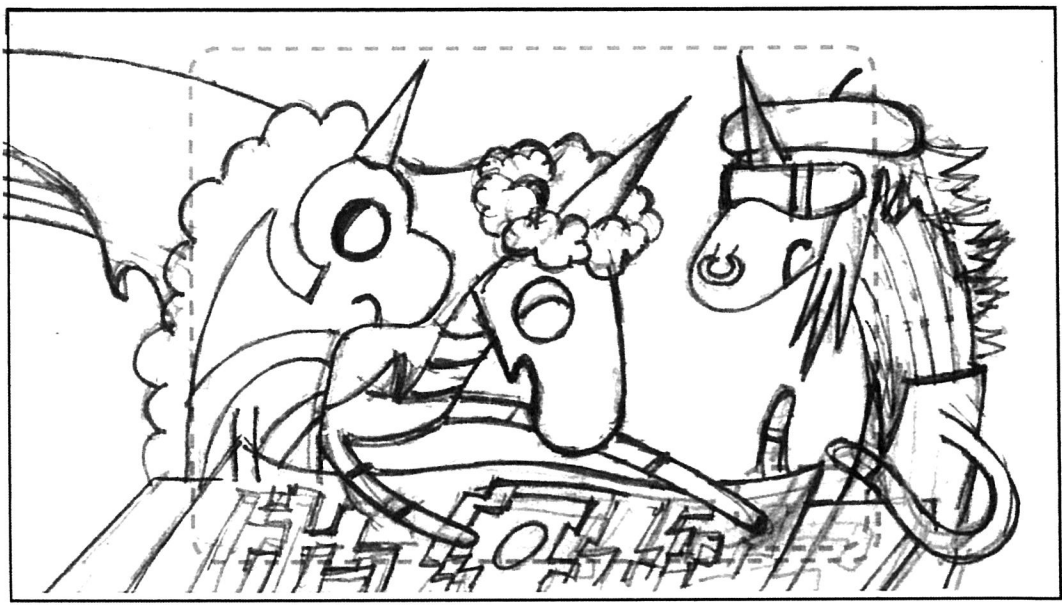
ADVENTURE TIME



Sc.136 Pnl. E Bg. day night



Sc. 136 Pnl. F Bg. day night



Dialog:	
<u>Lee</u> : . . . nuthin nuthin . . .	<u>LR</u> : Hey! What?
Action:	
- LEE HURRIEDLY ROLLS UP MAP.	
- LR FLATTENS MAP.	
Timing:	

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Next Pg292

Page 289

Sc. 137	Pnl. A	Bg.	day night	Sc.	Pnl. . .	Bg.	day night

Dialog:	<u>LR (O.S.)</u> : A MAP OF THE LABYRINTH WHERE THE MERGENCE OF DESTRUCTION IS KEPT!	<u>LR</u> : NO WAY!
Action:		
Timing:		

EPISODE # 1034-232

Production :

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ADVENTURE TIME

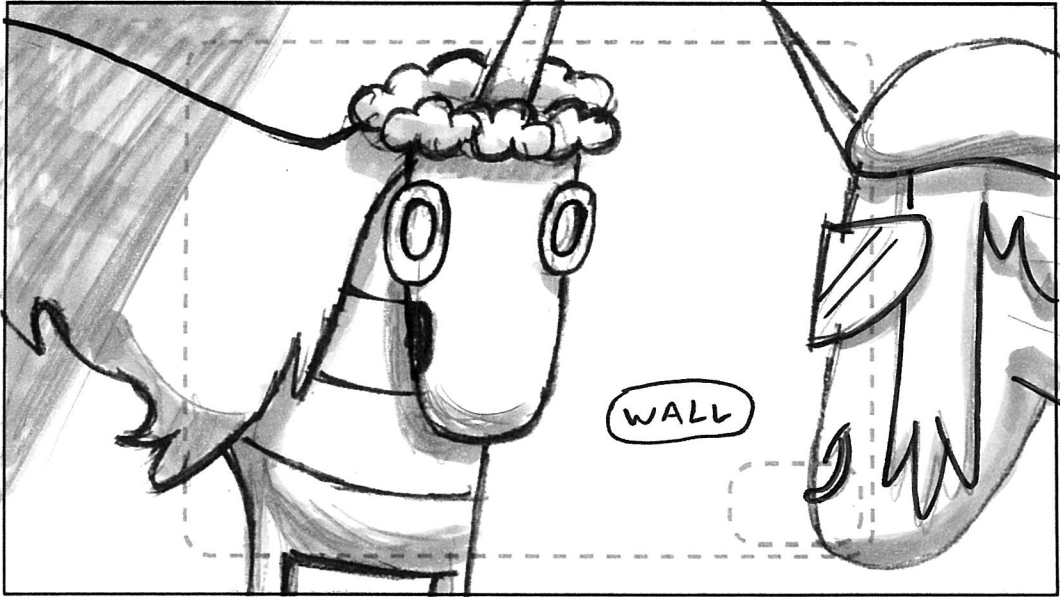


Sc. 140

Pnl. A

Bg.

day night

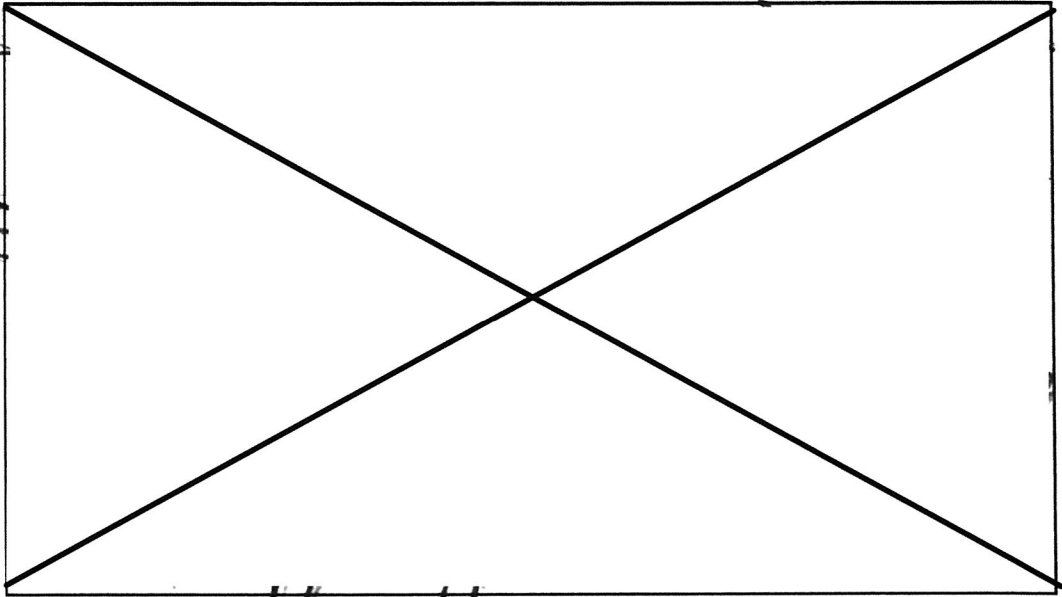


Sc.

Pnl.

Bg.

day night



Dialog:	<u>LR:</u> No, Lee,	<u>LR:</u> -- this isn't the way to achieve balance.
Action:		
Timing:		

EPISODE # 1034-232

Production :

ADVENTURE TIME



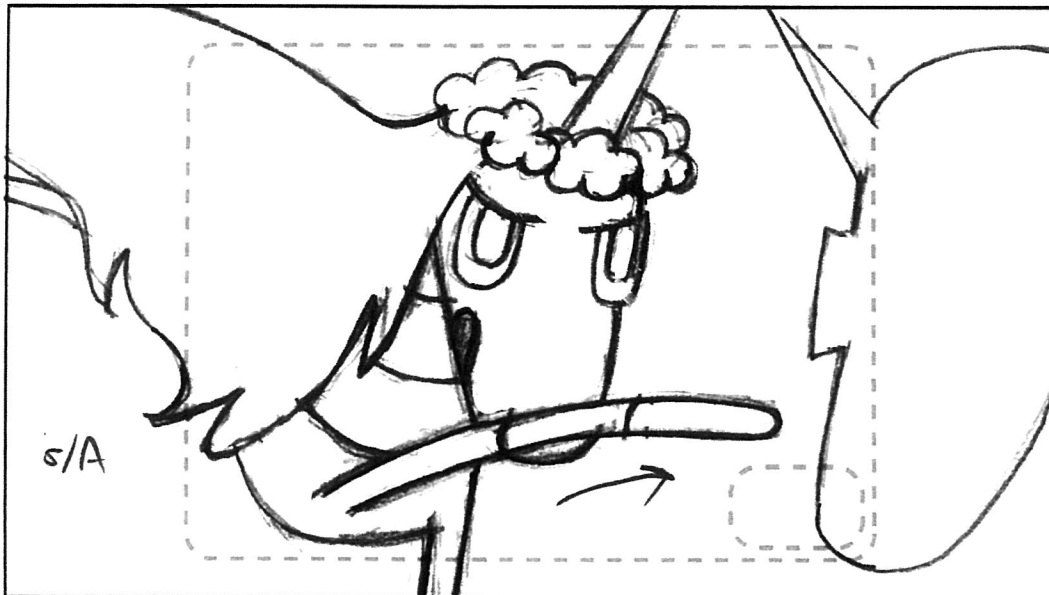
Page 293

Sc. 140

Pnl. B

Bg.

day night

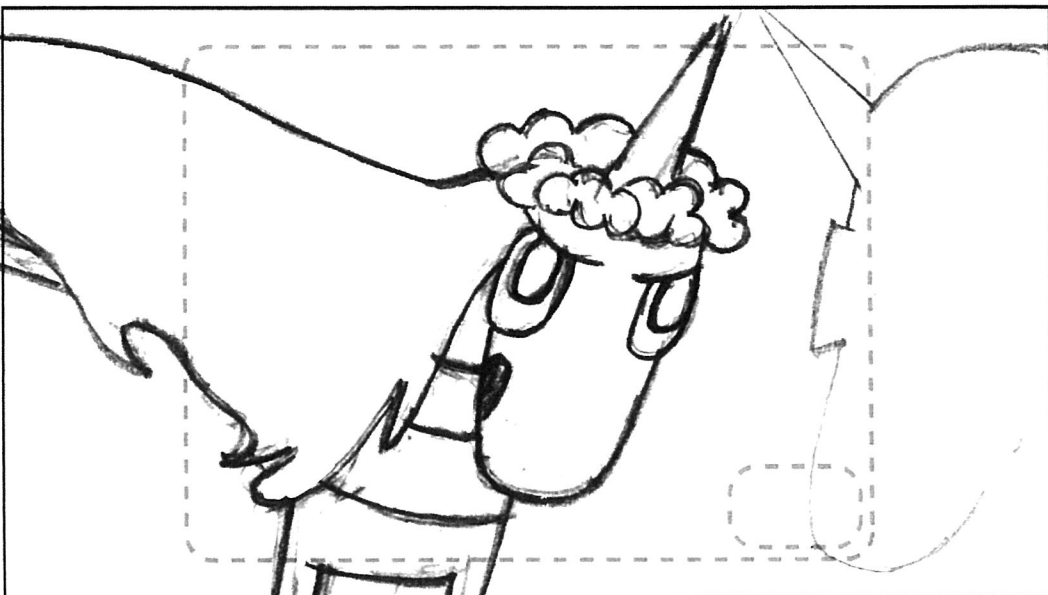


Sc. 140

Pnl. C

Bg.

day night



Dialog:

LR: You could trigger ANOTHER --

LR: -- rainicorn-dog war!

Action:

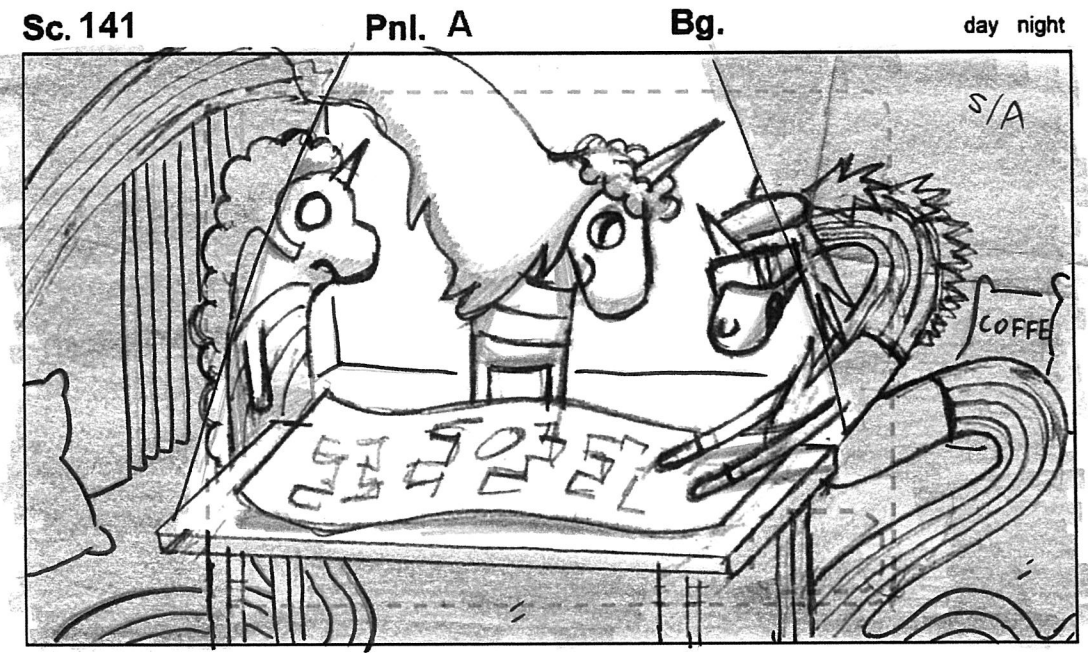
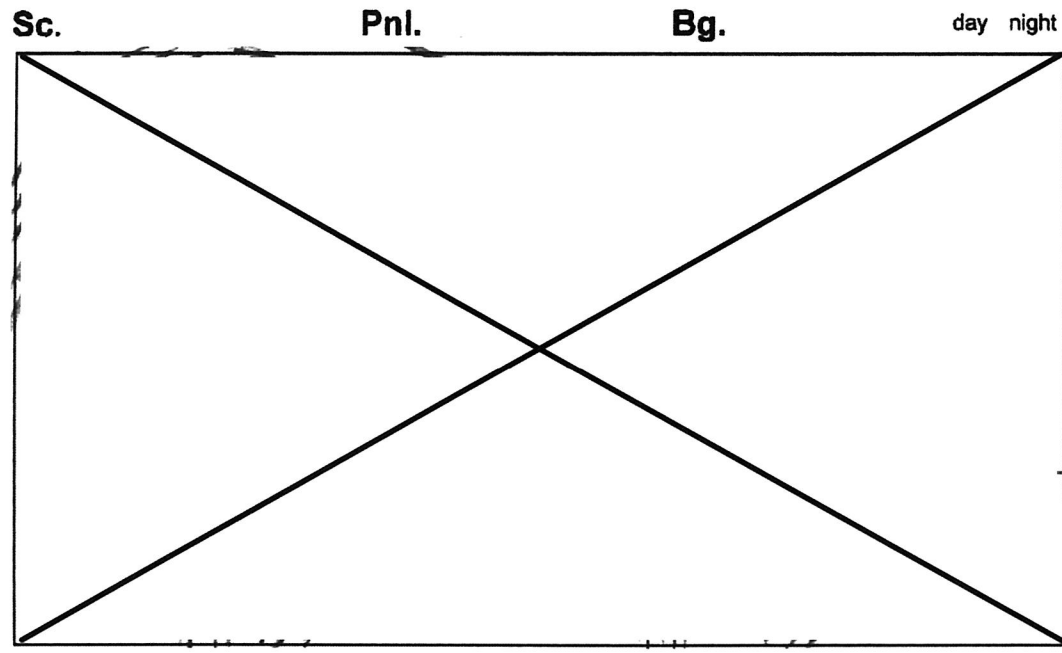
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



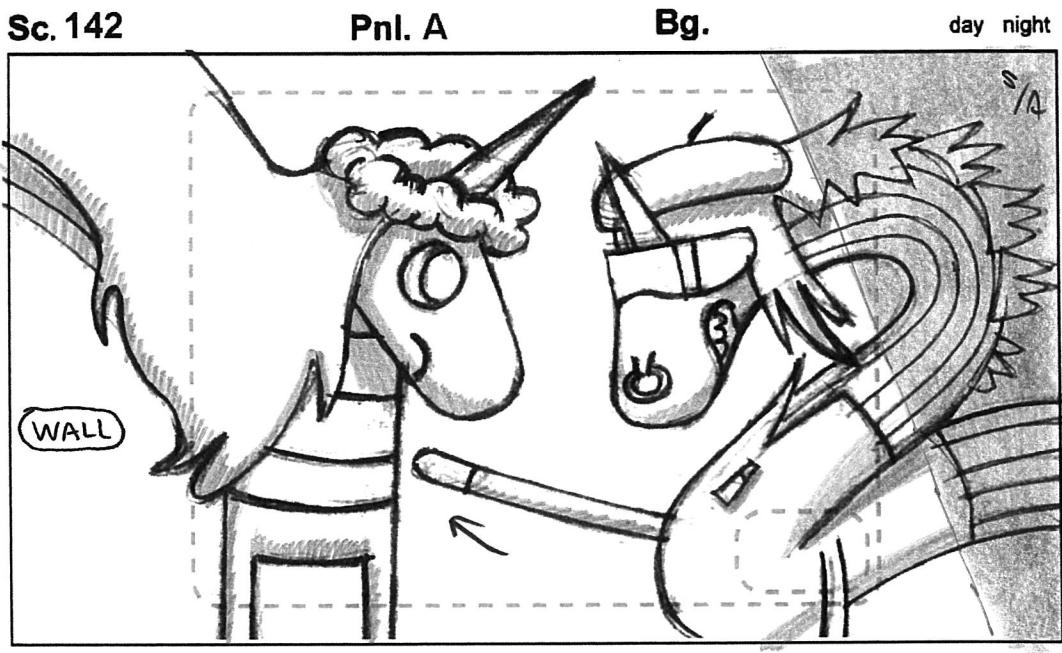
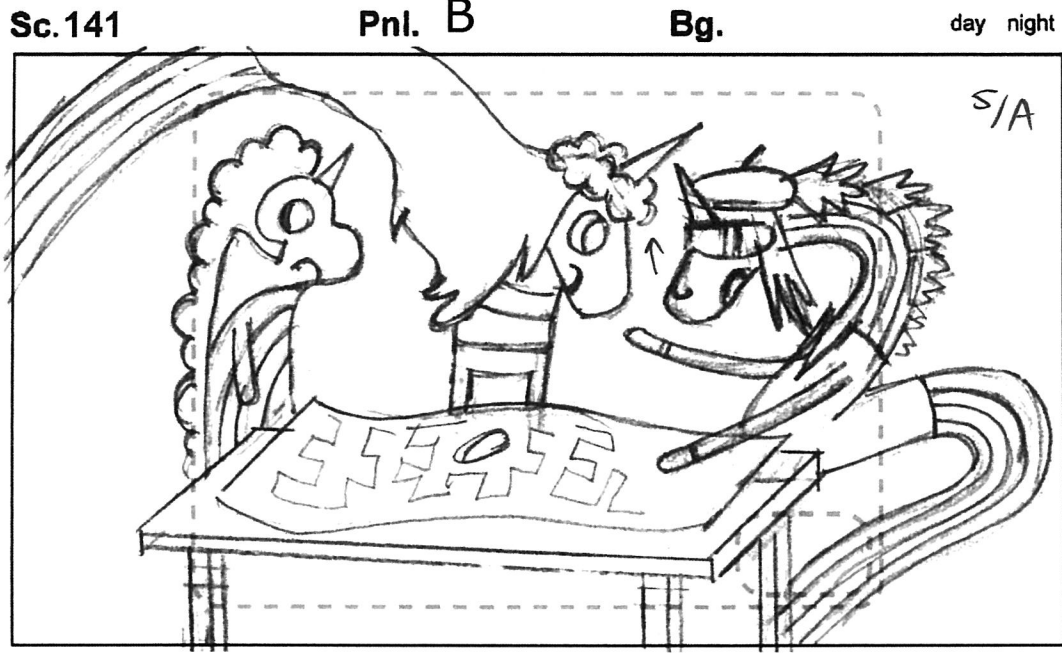
Dialog:	<u>Lee</u> : BLAH BLAH -- you'll see I'm right.	<u>LEE</u> : Y'KNOW, I'm actually glad --
Action:		
Timing:		

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Dialog:	<p><u>Lee</u>: -- you caught me.</p> <p><u>Lee</u>: We can't do this WITHOUT YOU. THE RAINICORNS NEED YOU.</p>
Action:	
Timing:	

EPISODE # 1034-232

Production :

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ADVENTURE TIME

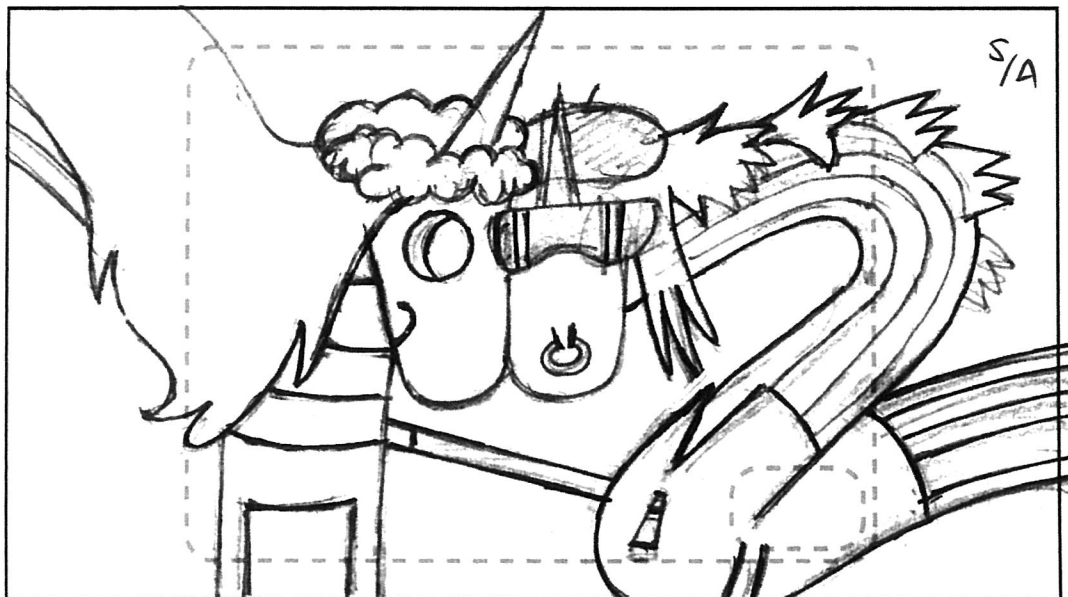


Sc. 142

Pnl. B

Bg.

day night

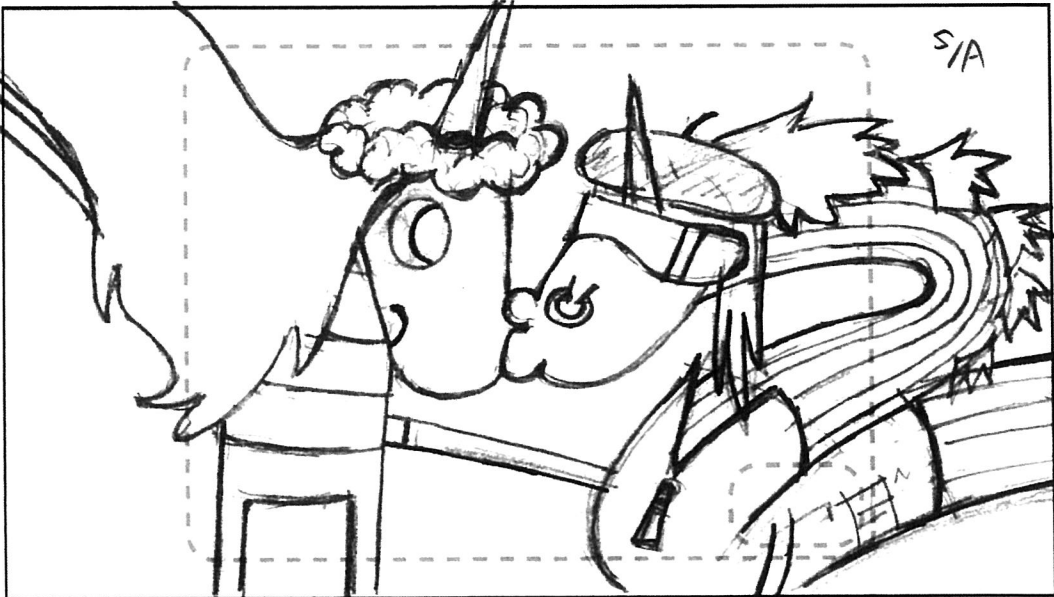


Sc. 142

Pnl. C

Bg.

day night



Dialog:

Lee: LEE NEEDS YOU.

SFX: Sssmeeck!

Action:

-LEE LEANS IN TOWARDS LR.

-LEE KISSES LADY'S NOSE.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



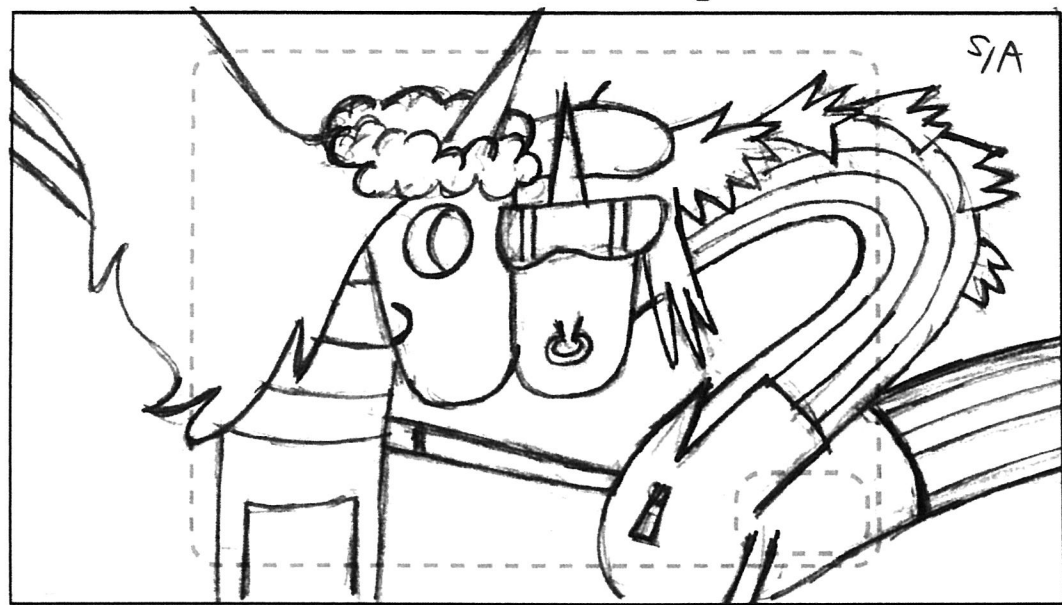
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Sc. 142

Pnl. D

Bg.

day night

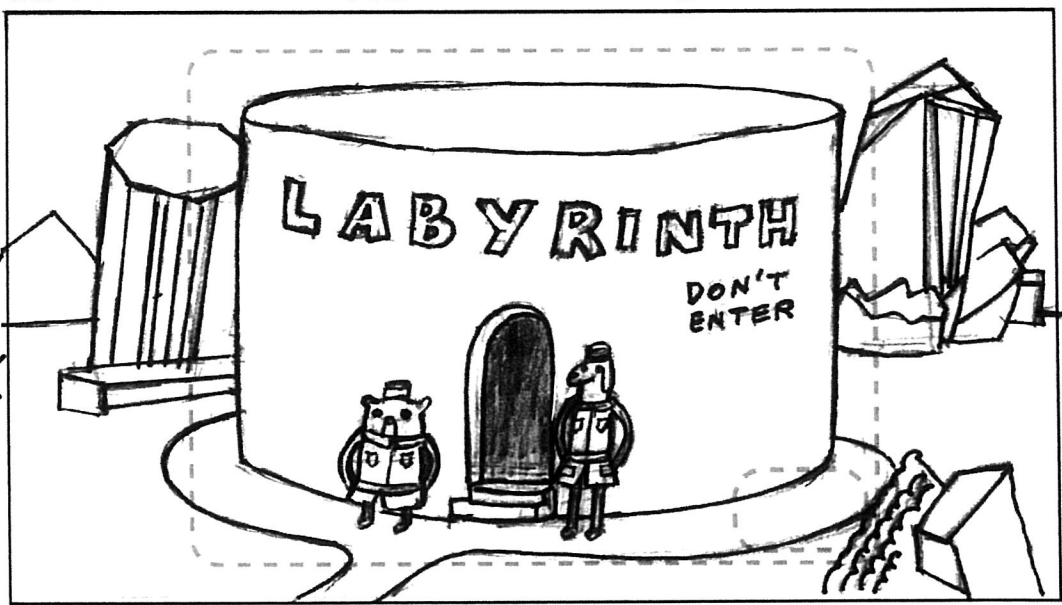


Sc. 143

Pnl. A

Bg.

day night



Dialog:	<u>LR:</u> [Worried noise.]	<u>SFX:</u> <u>Funky guitar sting.</u>
Action:	On labyrinth building, with two guard dogs at the door.	
Timing:		

EPISODE # 1034-232

Production :

ADVENTURE TIME

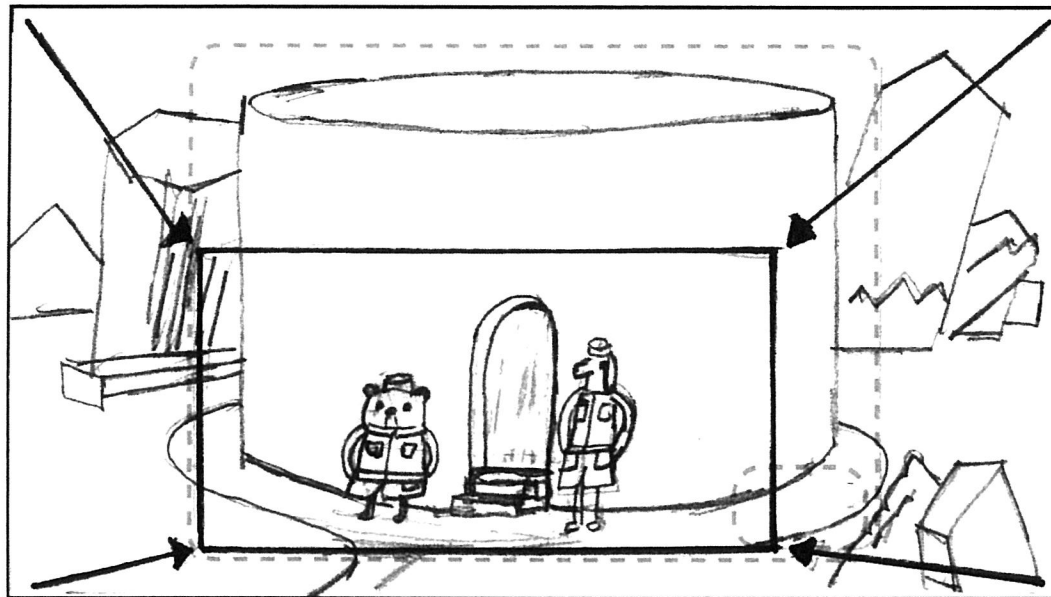


Sc. 143

Pnl. B

Bg.

day night

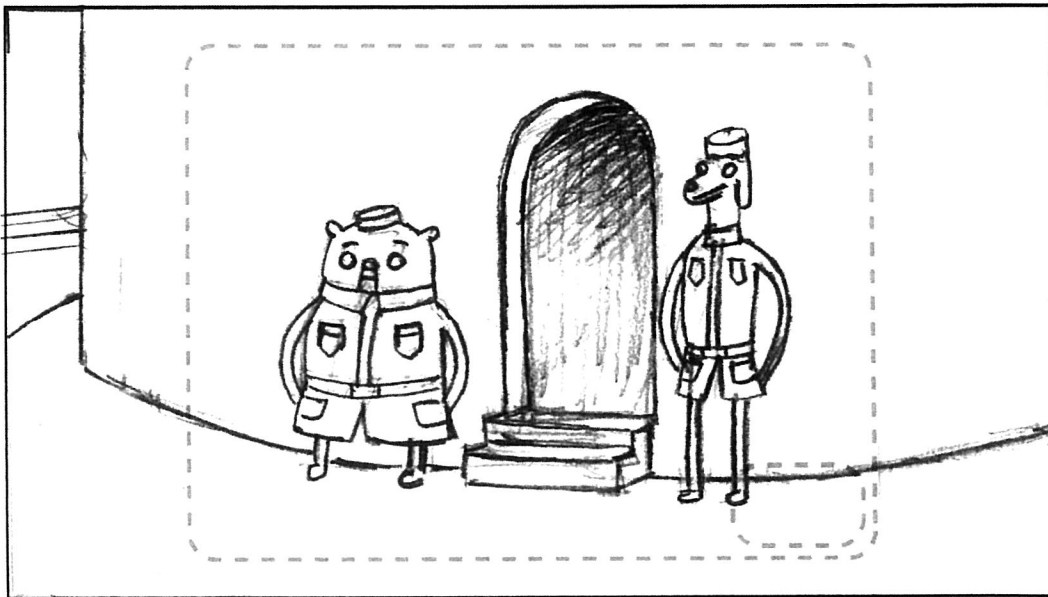


Sc. 143

Pnl. C

Bg.

day night



Dialog:

Action: — T.I. on guard dogs.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



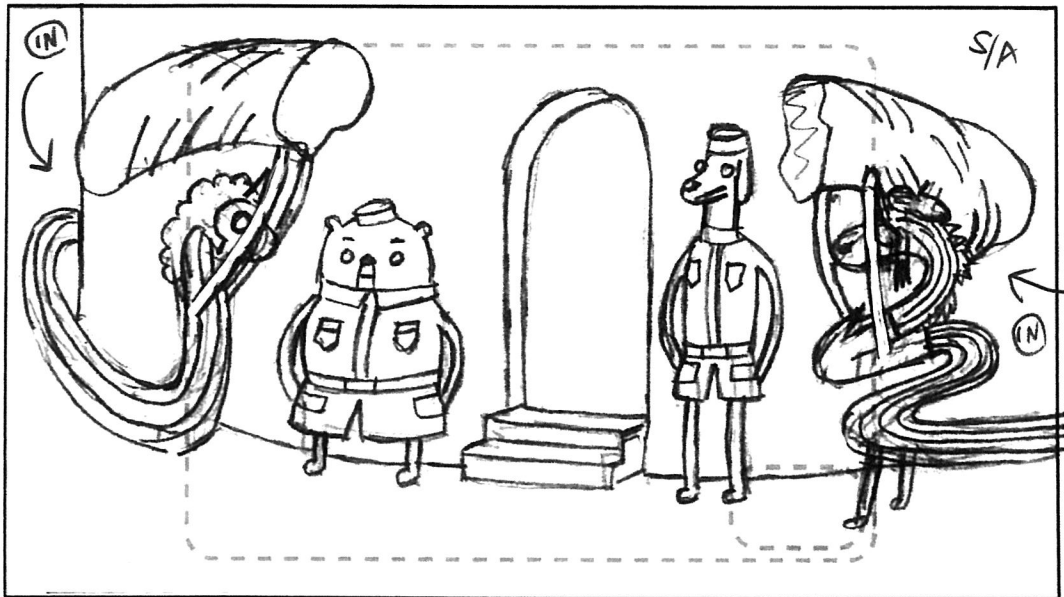
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Sc. 143

Pnl. D

Bg.

day night

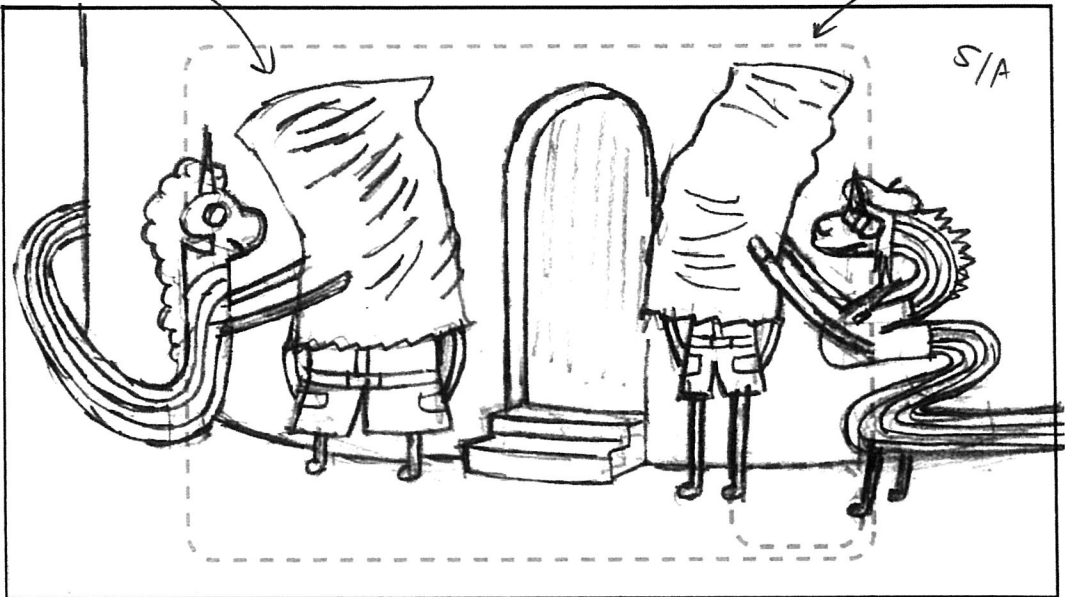


Sc. 143

Pnl. E

Bg.

day night



Dialog:

SFX: Crumple crumple.

Action:

— Roy and Lee enter with large paper bags.

— Roy and Lee put the paper bags over the guard dogs.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



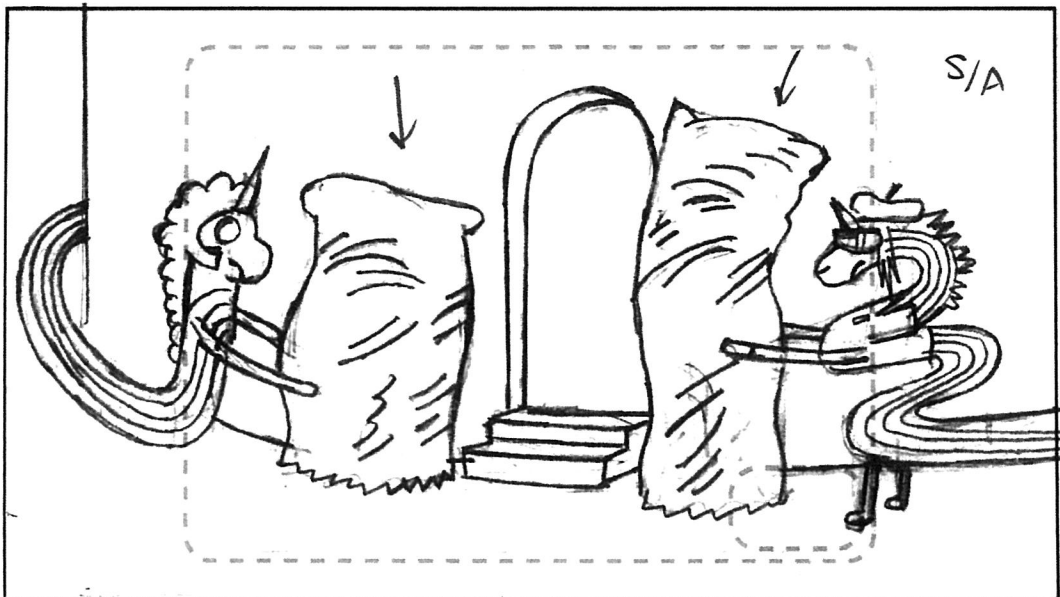
Page 300

Sc. 143

Pnl. F

Bg.

day night

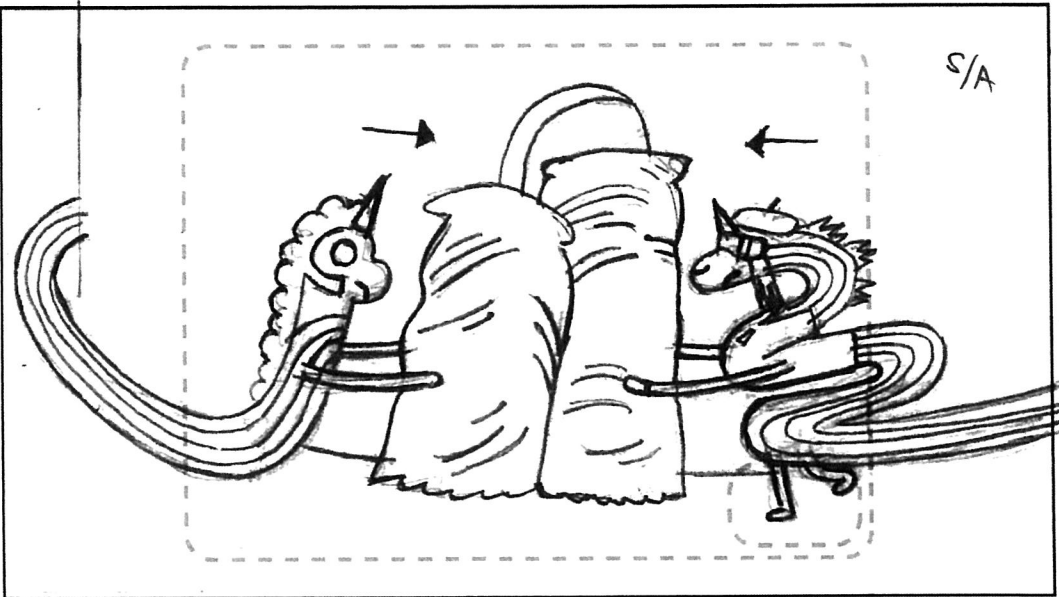


Sc. 143

Pnl. G

Bg.

day night



Dialog:

SFX: * SHFF *

Action:

Roy and Lee push the guard dogs together.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

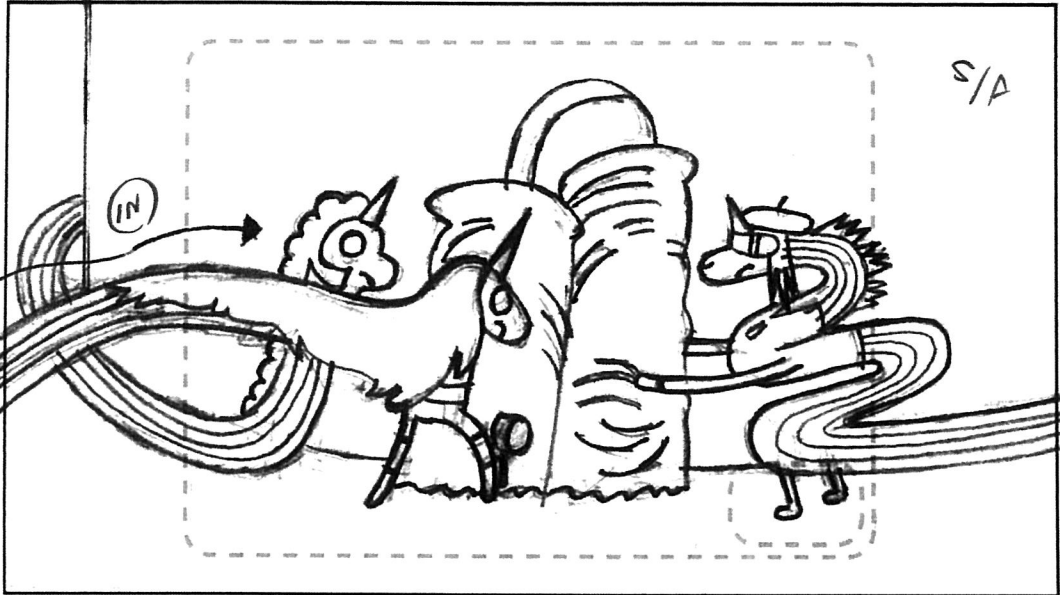


Sc. 143

Pnl. H

Bg.

day night

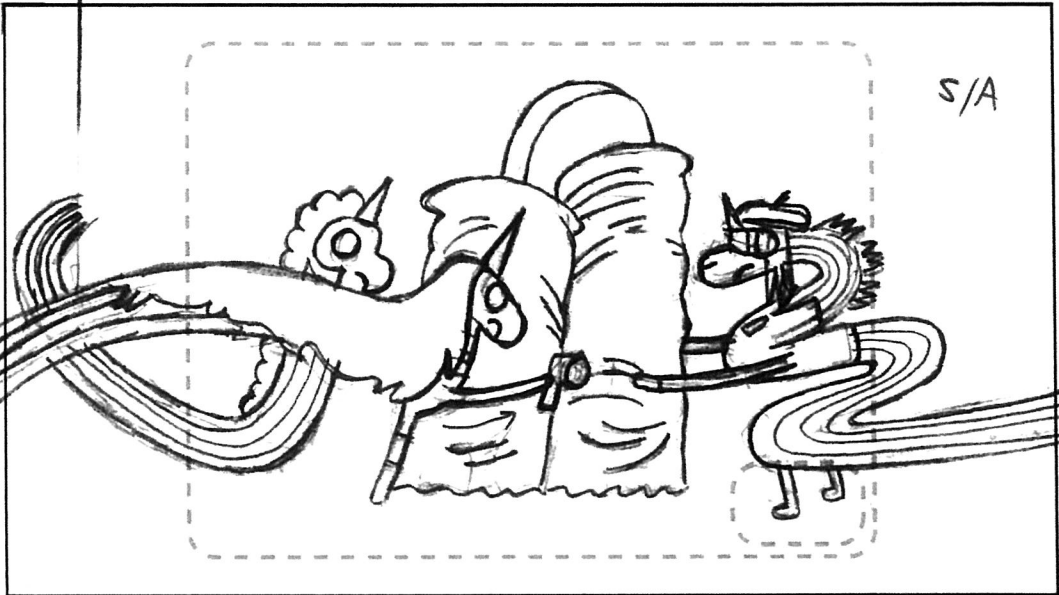


Sc. 143

Pnl. I

Bg.

day night

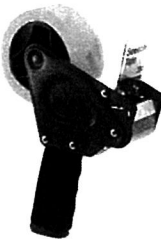


Dialog:

Action:

LR enters with a shipping tape dispenser.
Something like this > > >

Timing:



EPISODE # 1034-232

Production :

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ADVENTURE TIME



Sc. 143 Pnl. J Bg. day night

S/A

Sc. 143 Pnl. K Bg. day night

S/A

Dialog:	<u>SFX</u> : Skrank! [LR using the tape]	<u>SFX</u> : Skrank! [Roy using the tape]
Action:		
Timing:		

EPISODE # 1034-232

Production :

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ADVENTURE TIME

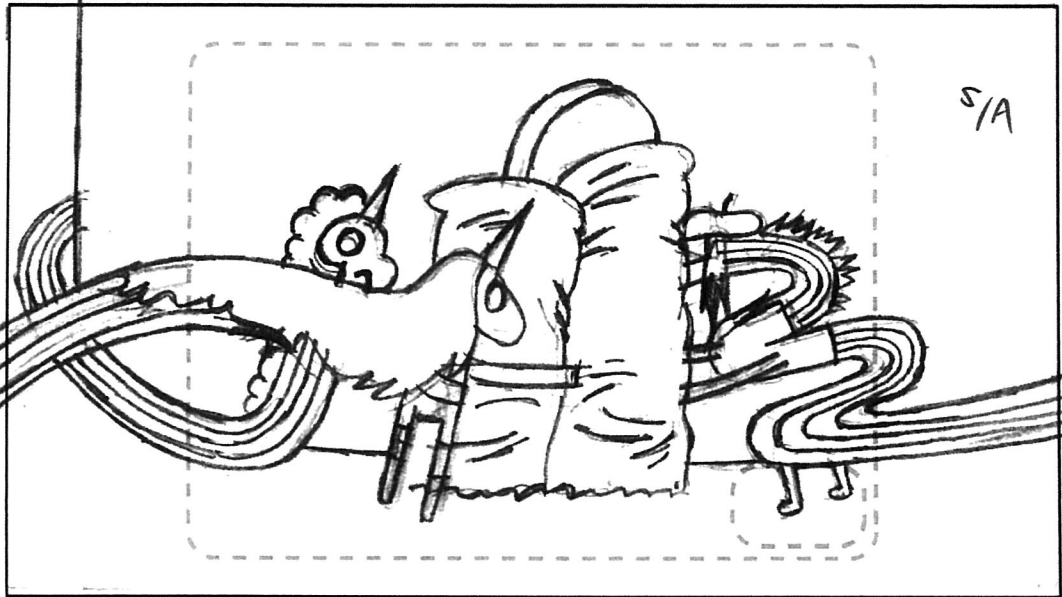


Sc. 143

Pnl. L

Bg.

day night

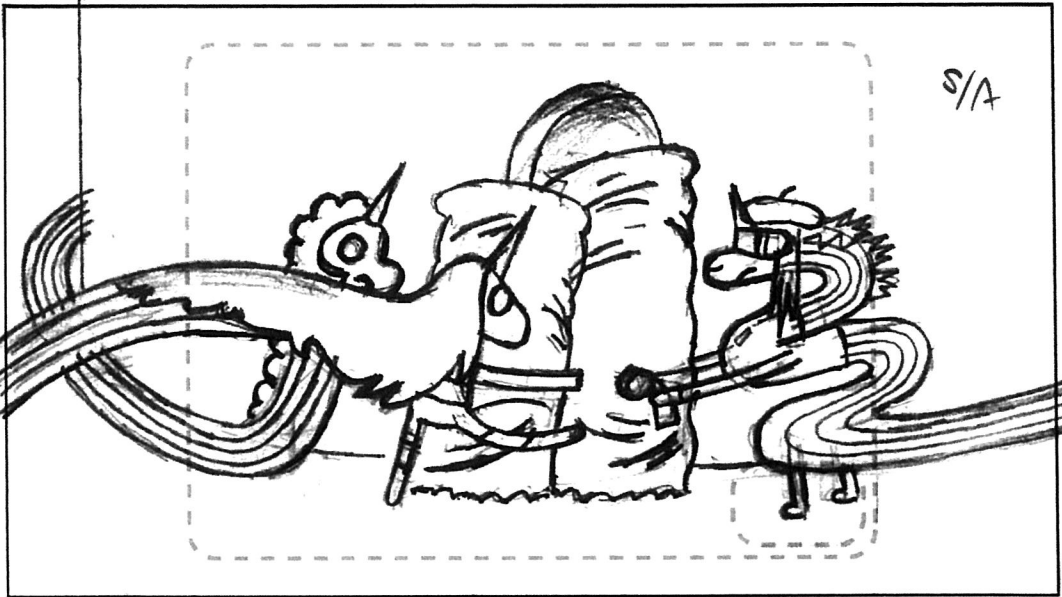


Sc. 143

Pnl. M

Bg.

day night



Dialog:	<u>SFX:</u> Skrank! [Lee using the tape]
Action:	
Timing:	

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ADVENTURE TIME

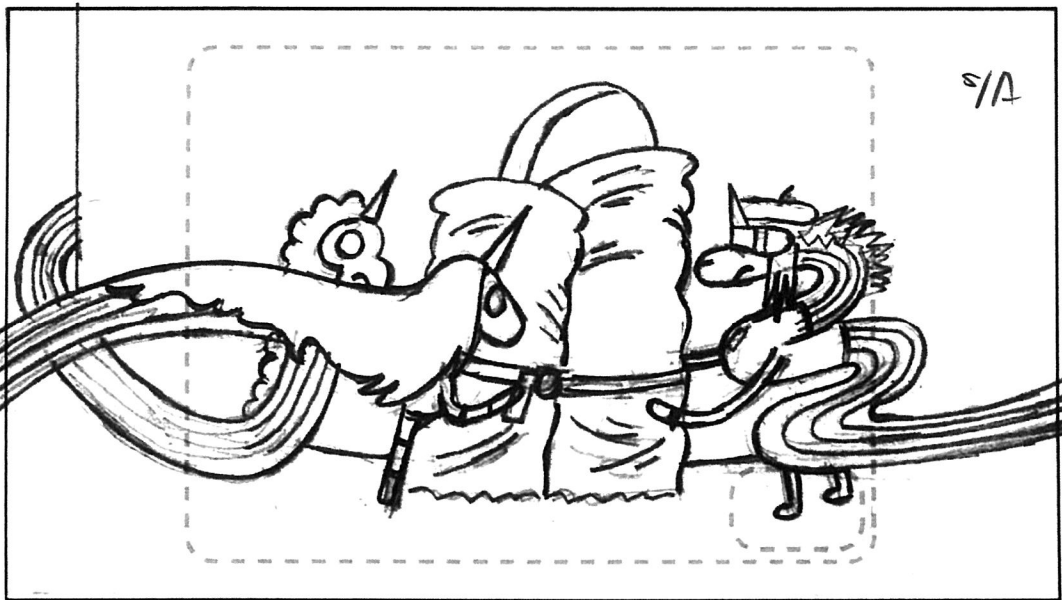


Sc. 143

Pnl. N

Bg.

day night

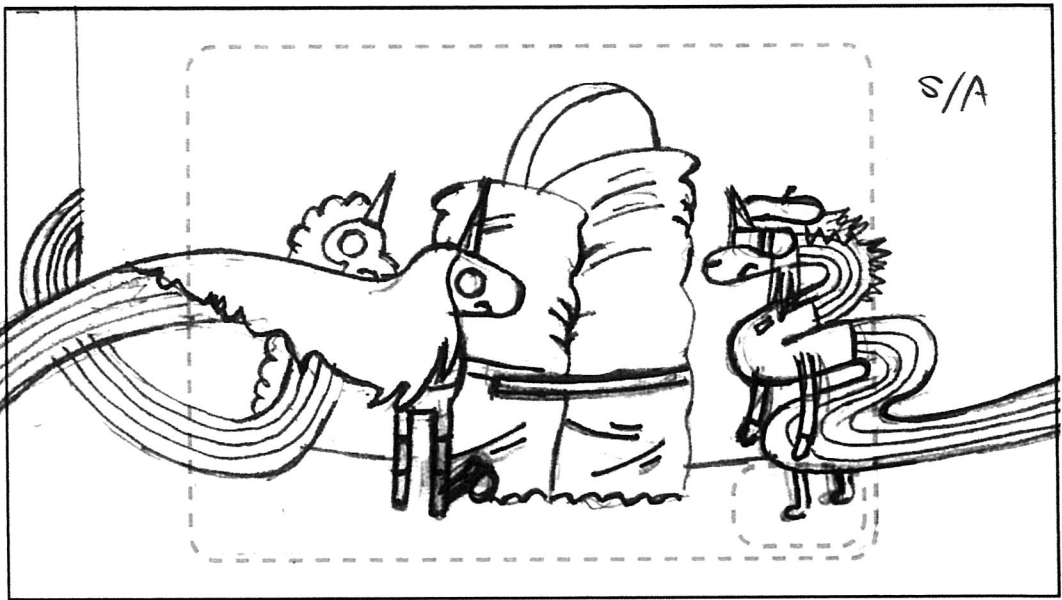


Sc. 143

Pnl. O

Bg.

day night



Dialog:	<u>SFX:</u> Skrank! [LR using the tape]
Action:	
Timing:	

EPISODE # 1034-232

Production :

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ADVENTURE TIME

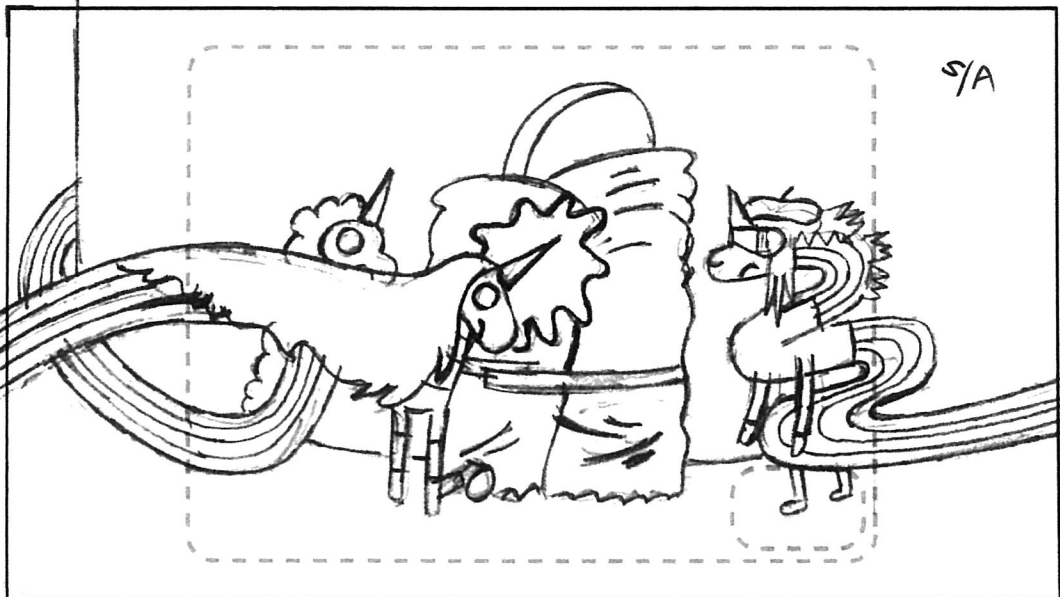


Sc. 143

Pnl. P

Bg.

day night

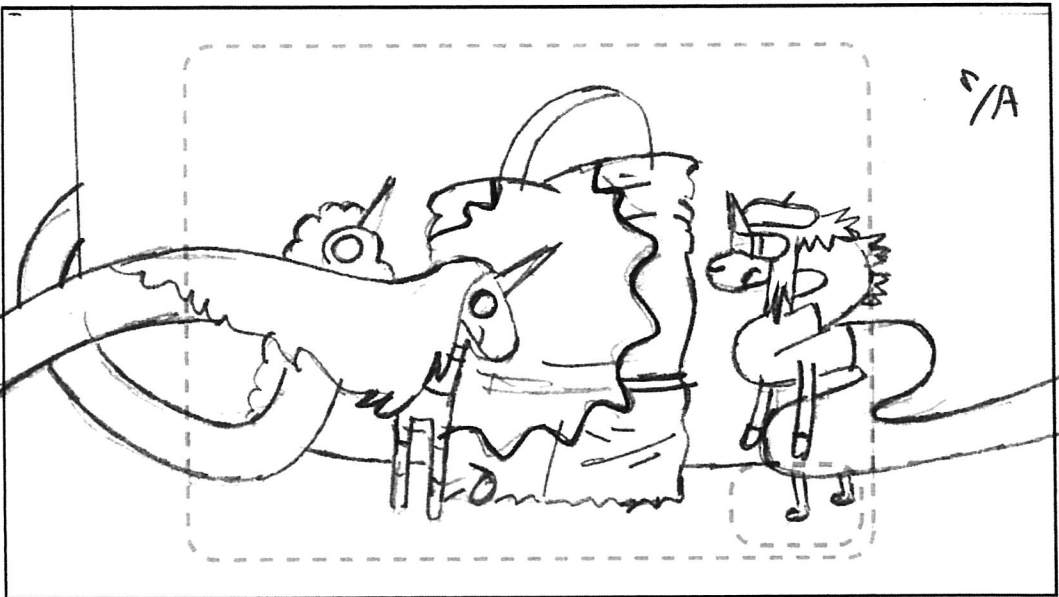


Sc. 143

Pnl. Q

Bg.

day night



Dialog:	SFX: <u> </u> VMM
Action:	LR sprays color onto the bags, making the bags the same color as the wall of the building.
Timing:	

EPISODE # 1034-232
Production :

ADVENTURE TIME



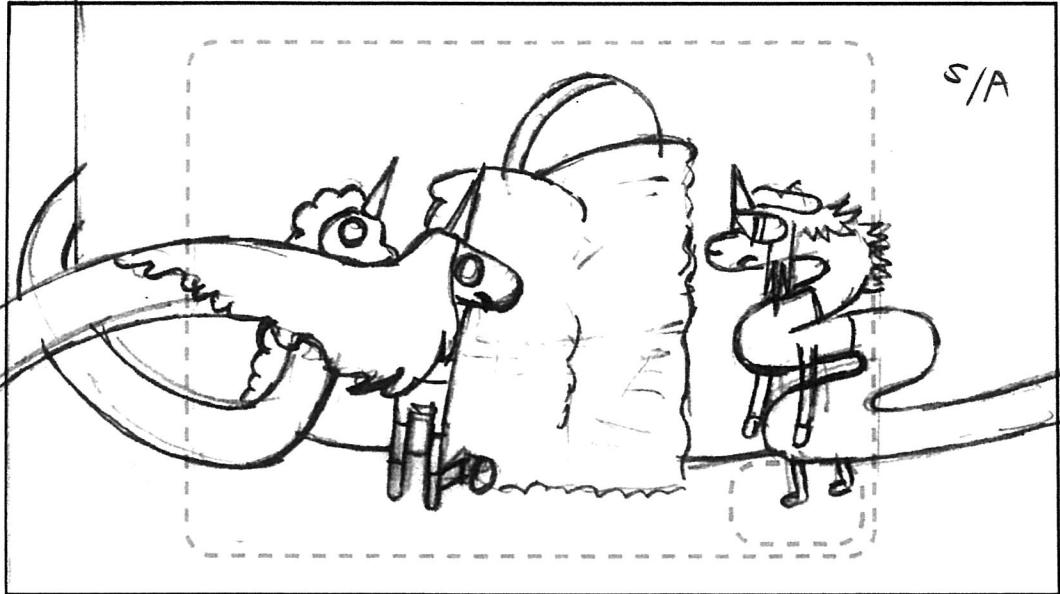
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Sc. 143

Pnl. R

Bg.

day night

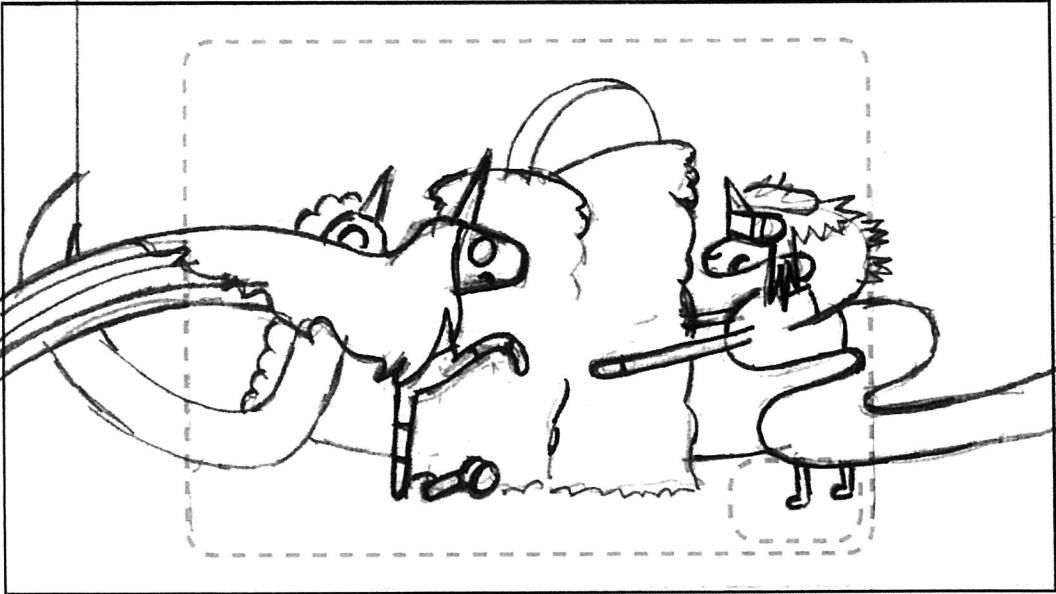


Sc. 143

Pnl. S

Bg.

day night



Dialog:

Action:

Lee grabs the bags.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



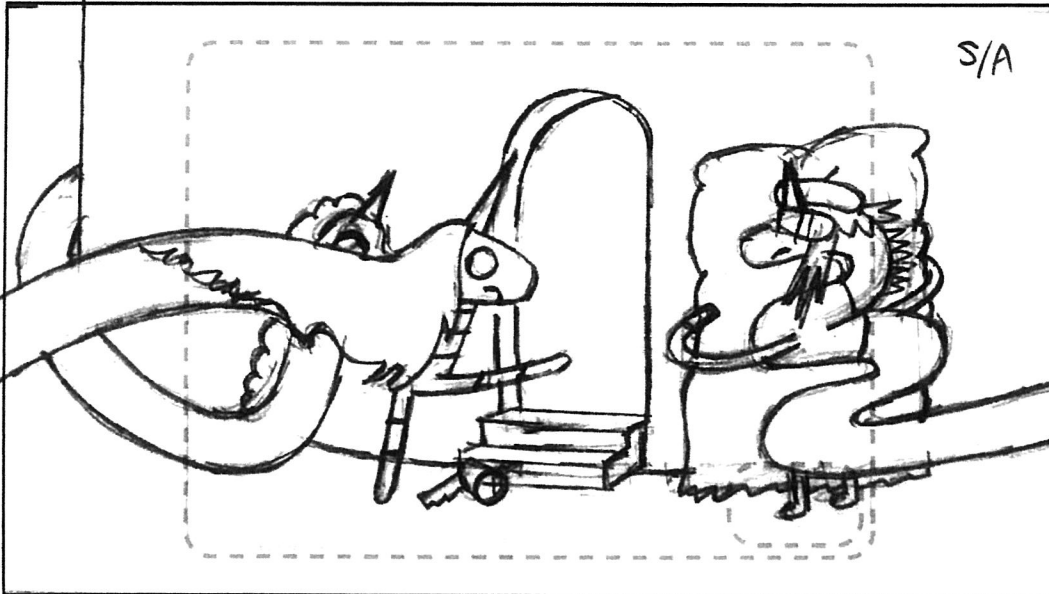
Page 307

Sc. 143

Pnl. T

Bg.

day night

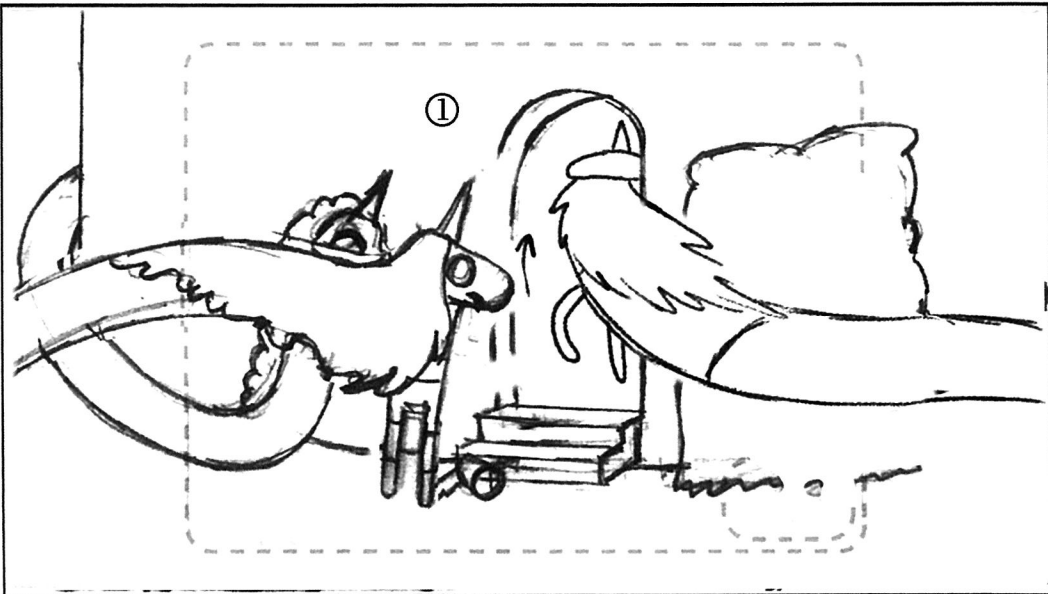


Sc. 143

Pnl. U

Bg.

day night

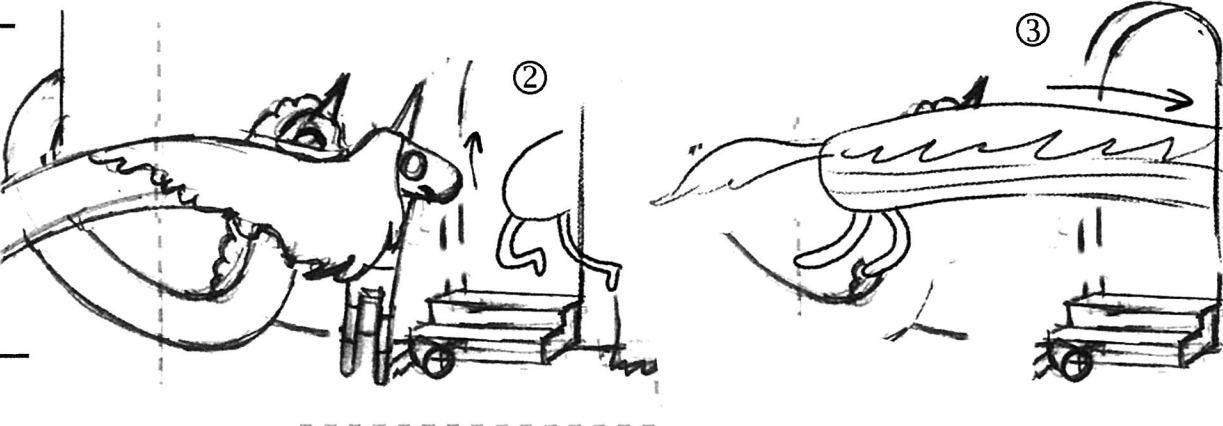


Dialog:

Action:

Lee moves the bags. The bags hardly show up against the building.

Timing:



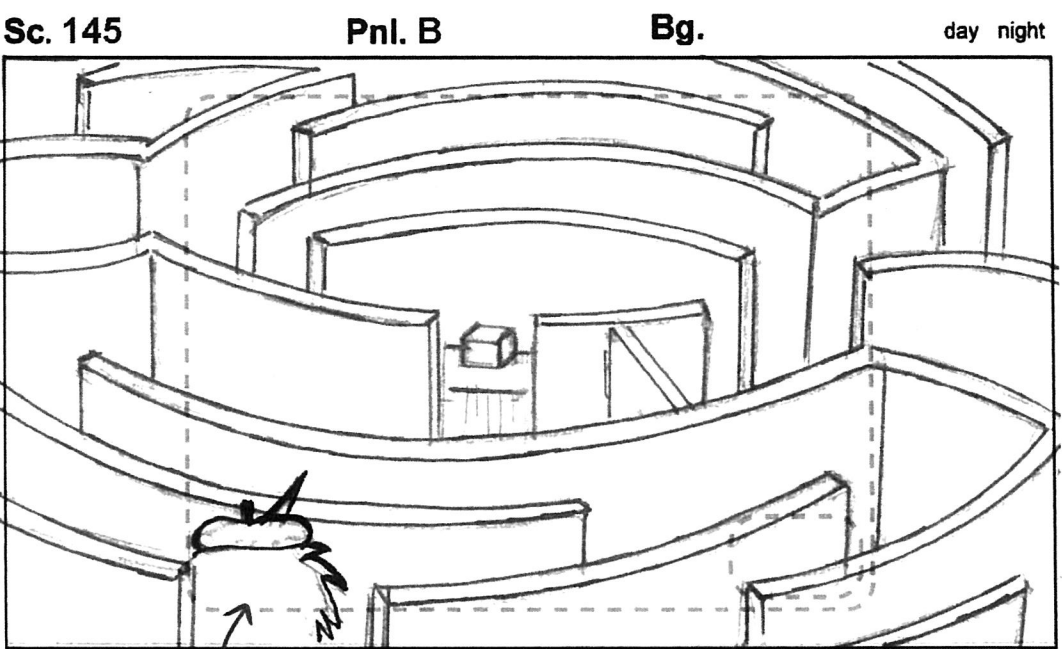
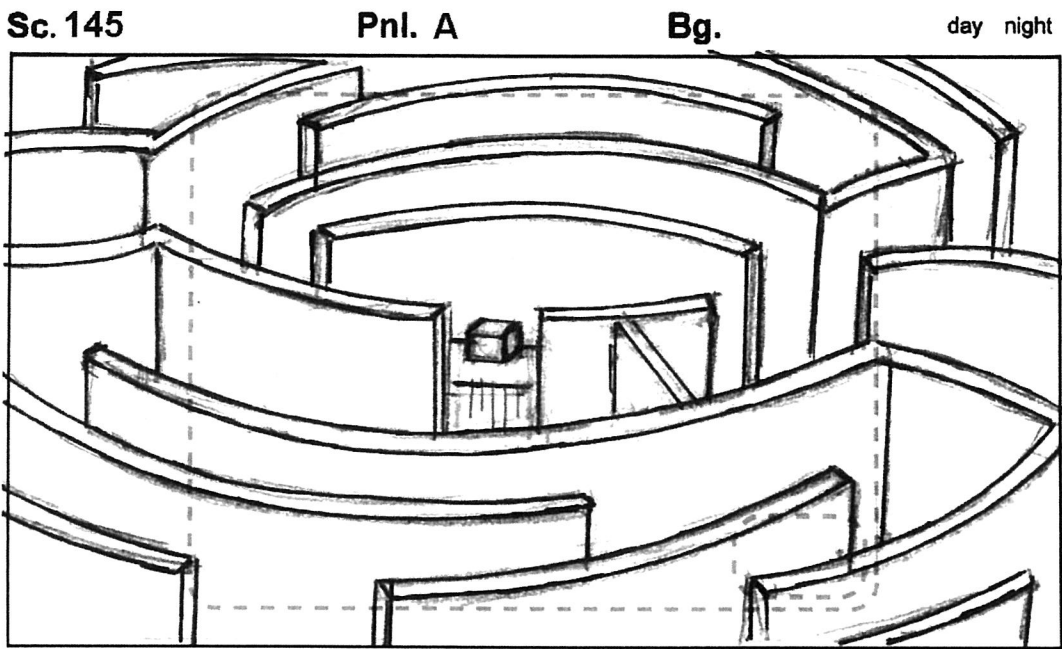
EPISODE # 1034-232

Production :

ADVENTURE TIME



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Dialog:

SFX: * SNEAKY MUSIC *

Action:

Inside the labyrinth.

Lee enters the labyrinth.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



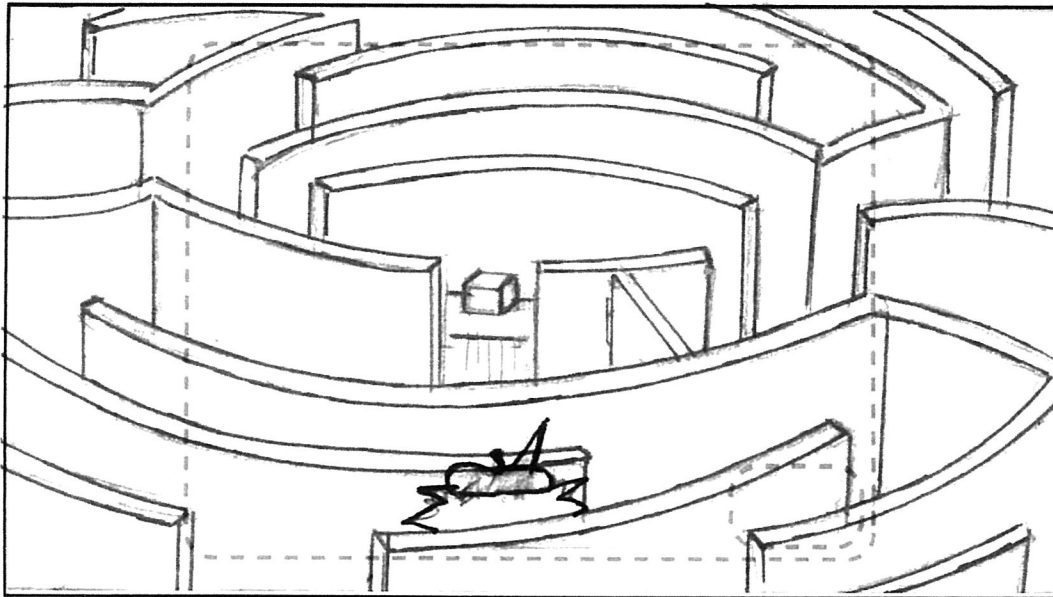
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Sc. 145

Pnl. C

Bg.

day night

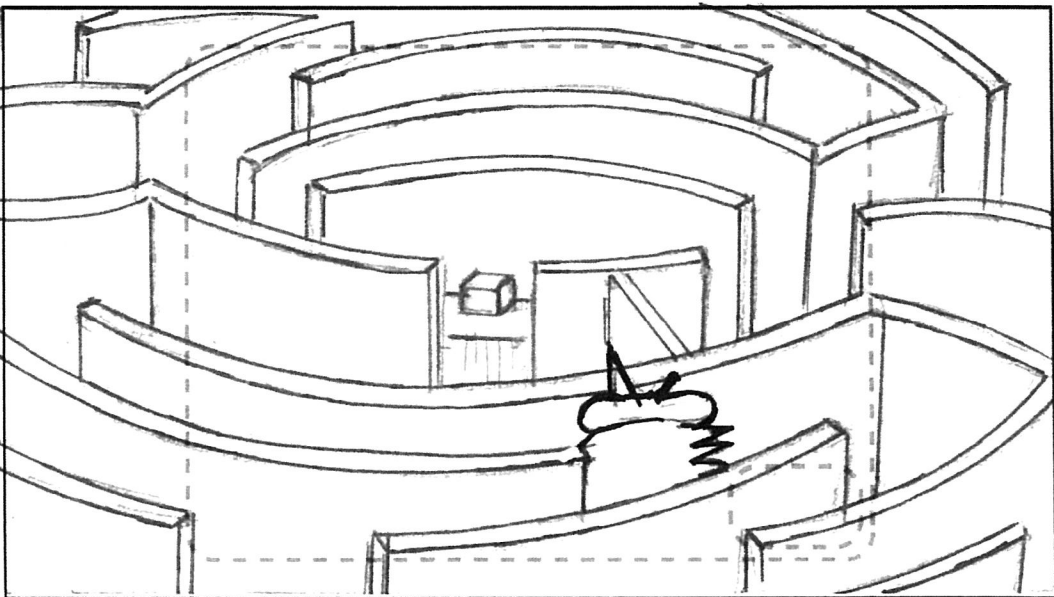


Sc. 145

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



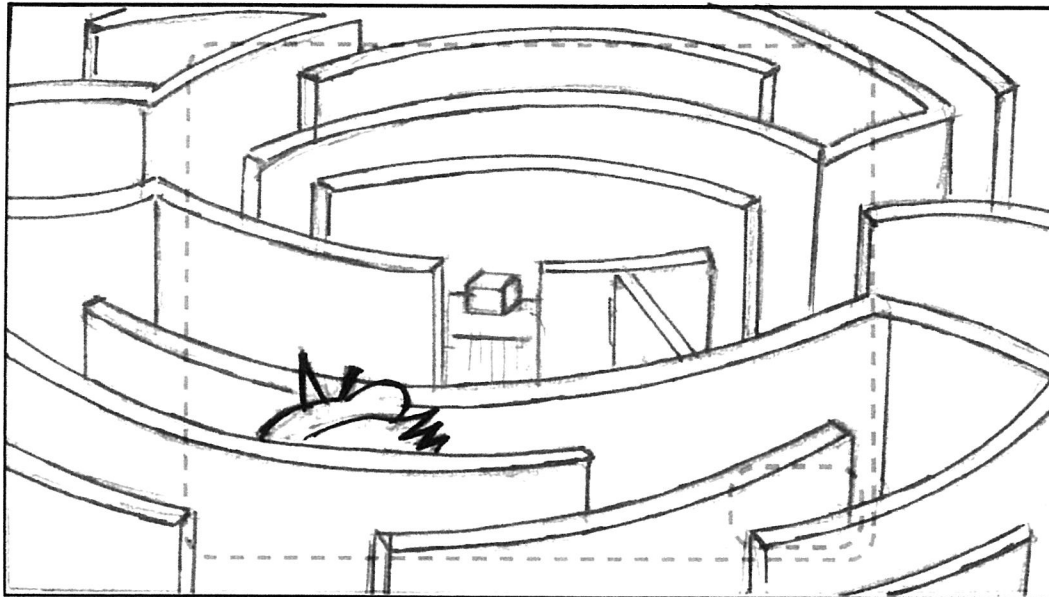
Page 310

Sc. 145

Pnl. E

Bg.

day night

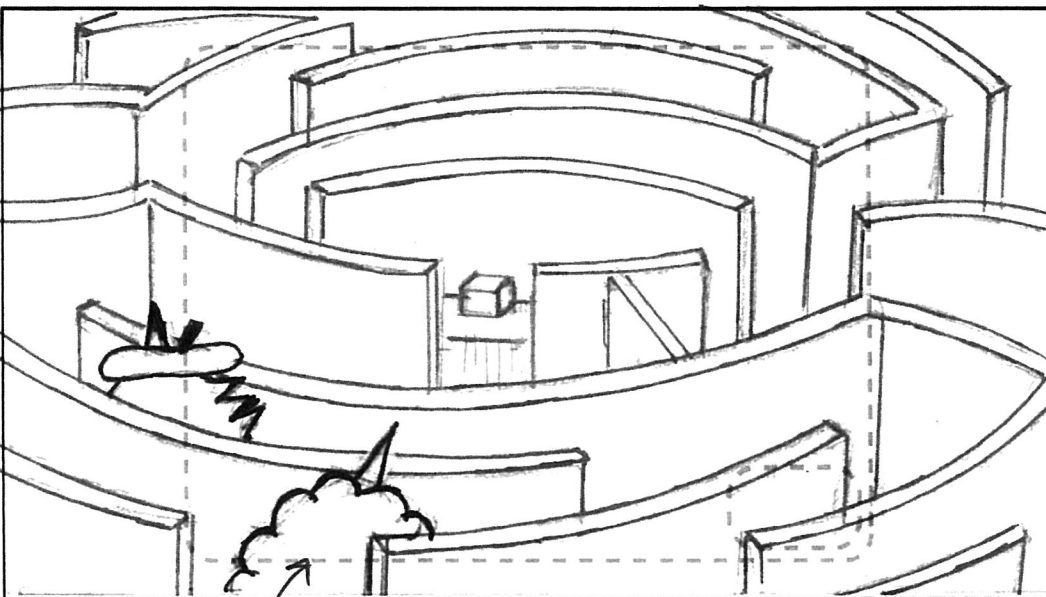


Sc. 145

Pnl. F

Bg.

day night



Dialog:

Action:

Roy enters the labyrinth, following Lee.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



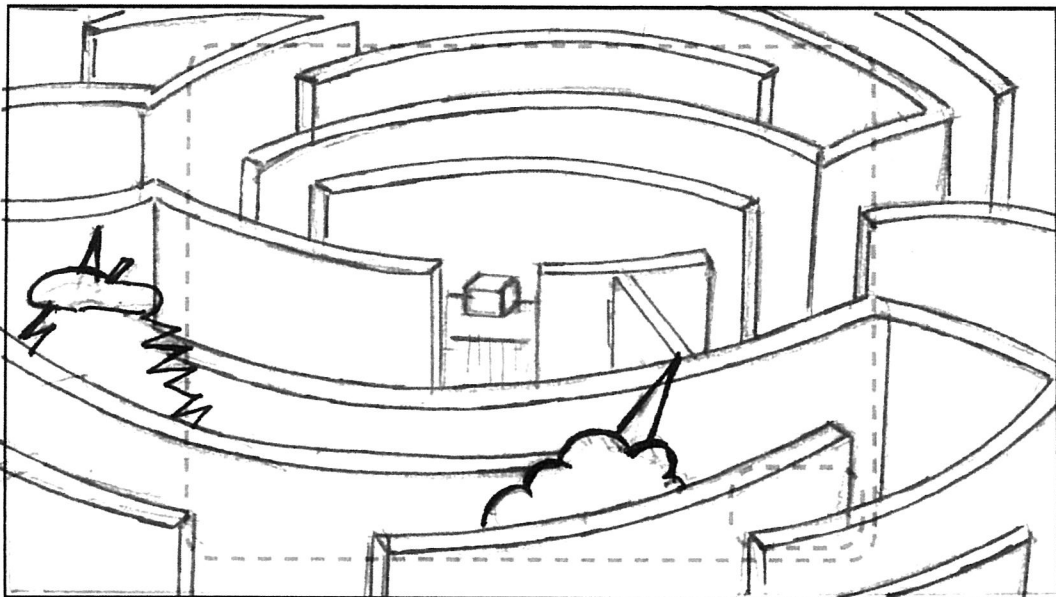
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Sc. 145

Pnl. G

Bg.

day night

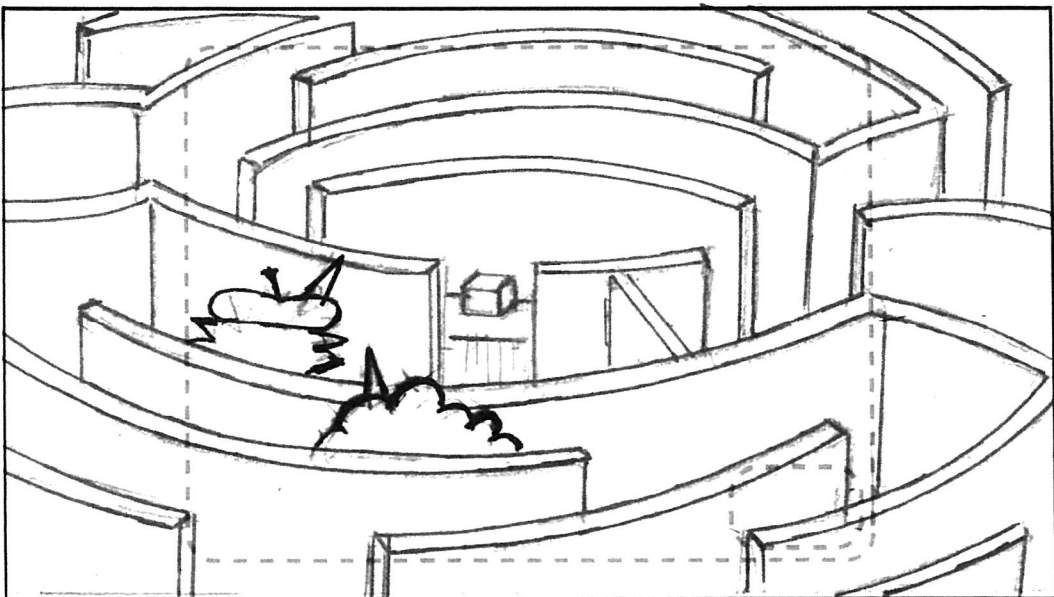


Sc. 145

Pnl. H

Bg.

day night



Dialog:

Action:

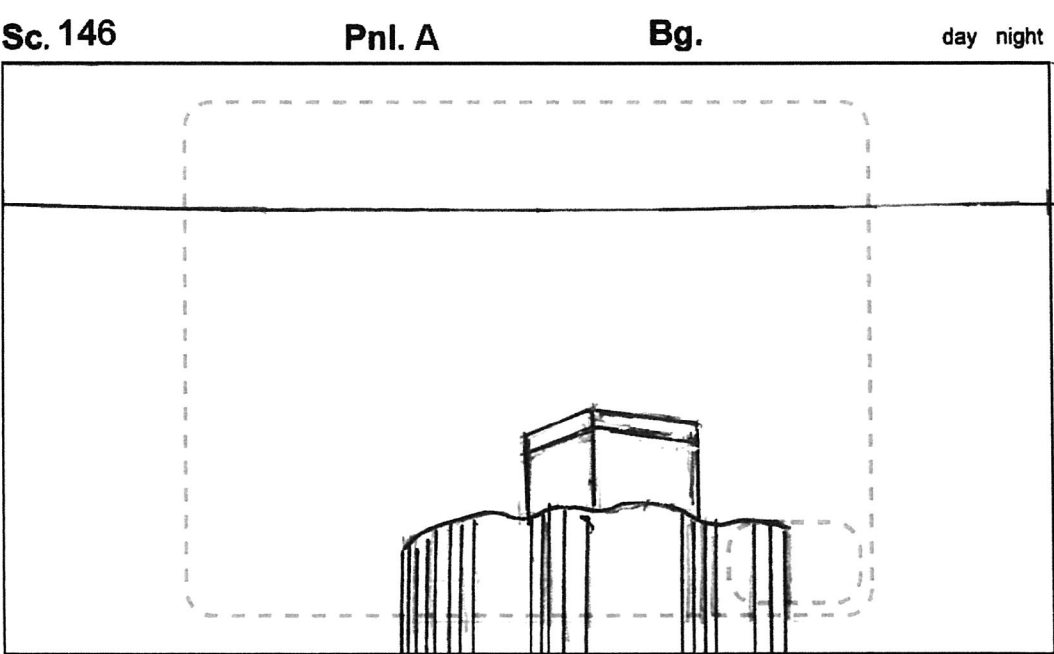
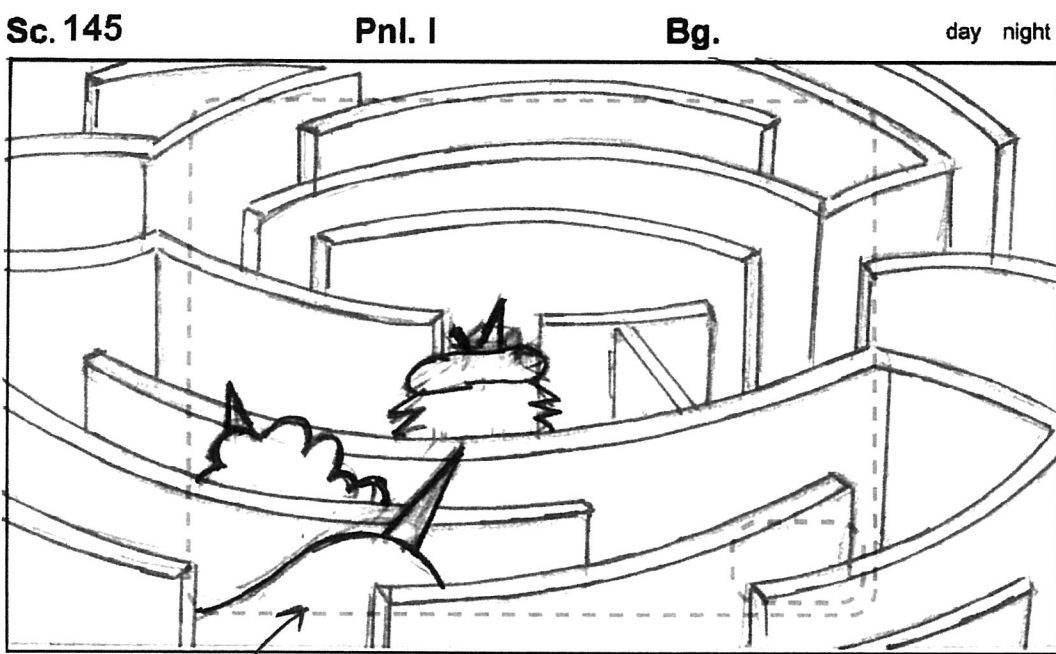
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Dialog:	(IN)
Action:	LR enters. - On a podium with a box on it AT THE CENTER OF LABYRINTH
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



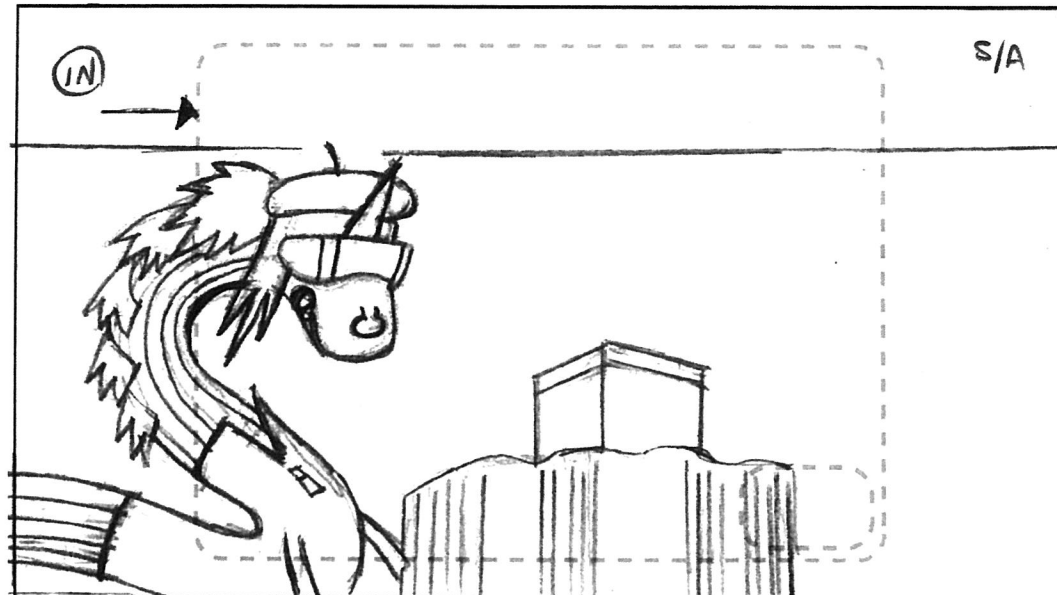
Page 313

Sc. 146

Pnl. B

Bg.

day night

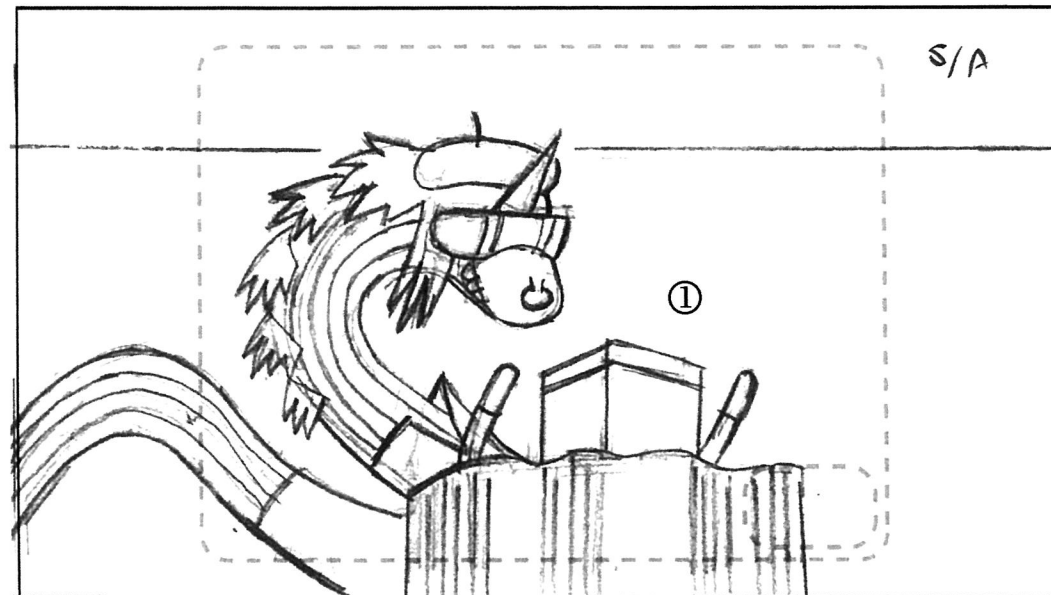


Sc. 146

Pnl. C

Bg.

day night



Dialog:

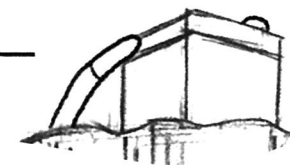
Action:

- LEE WALKS ON/S.

Lee reaches up to box.

②

Timing:

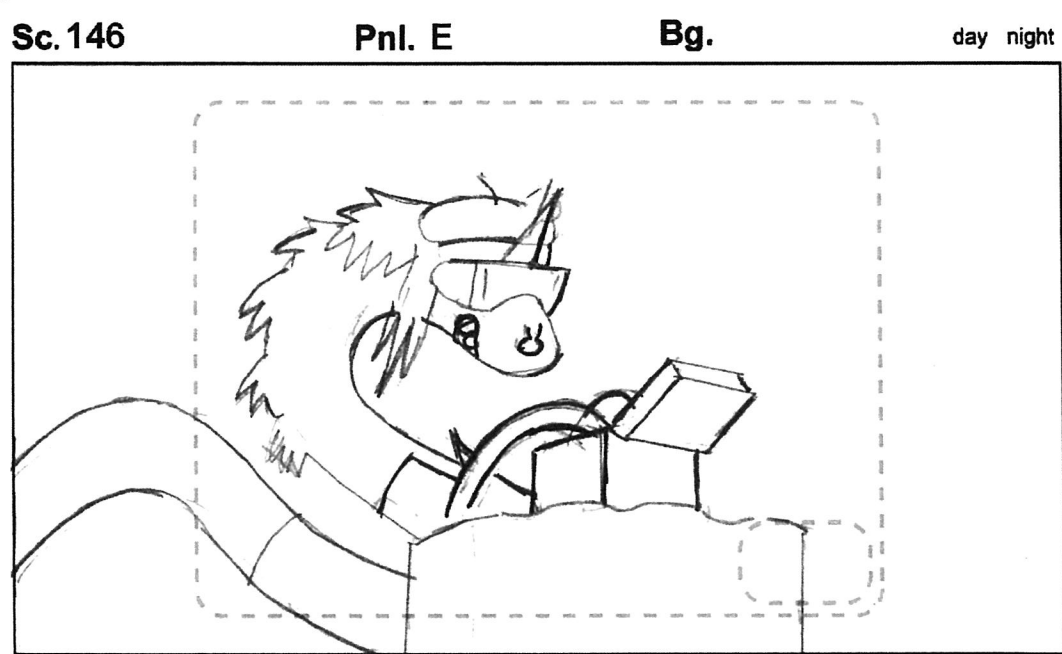
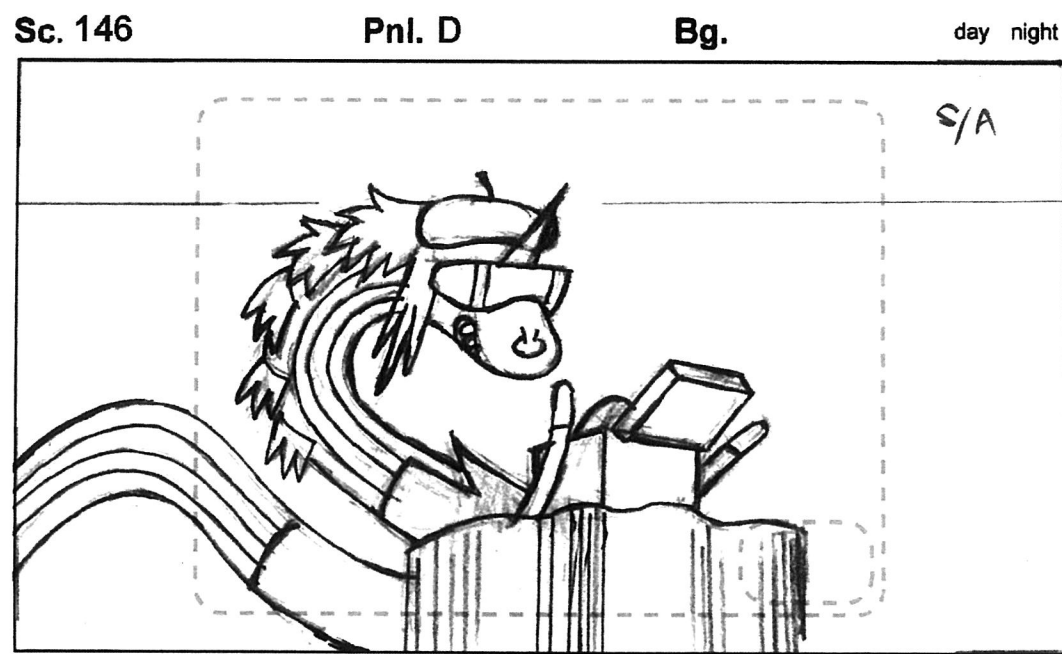


EPISODE # 1034-232

Production :

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ADVENTURE TIME

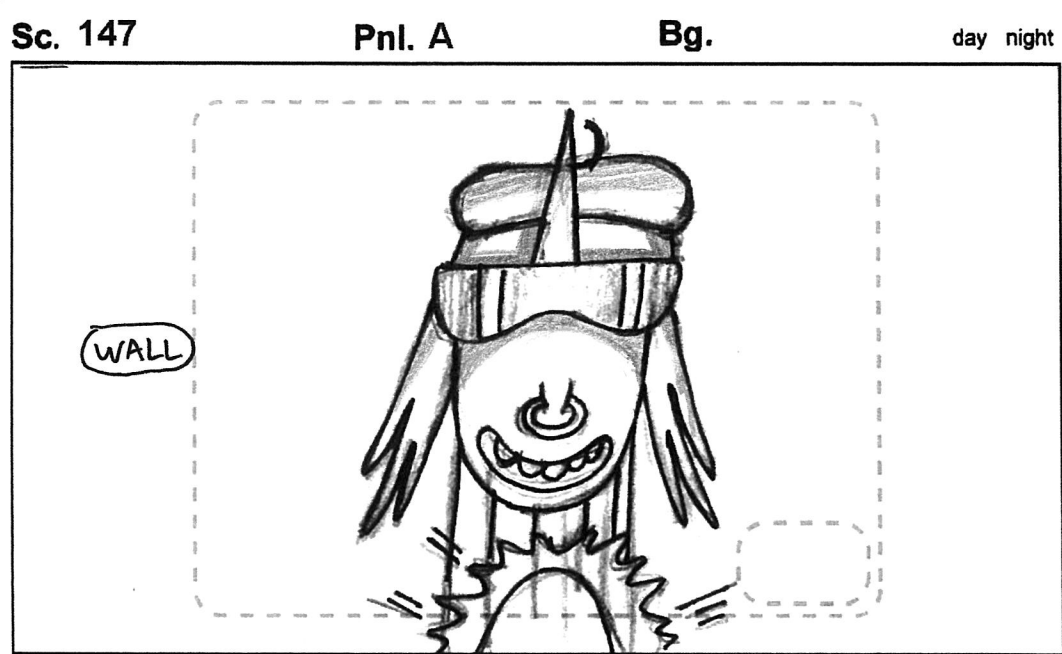
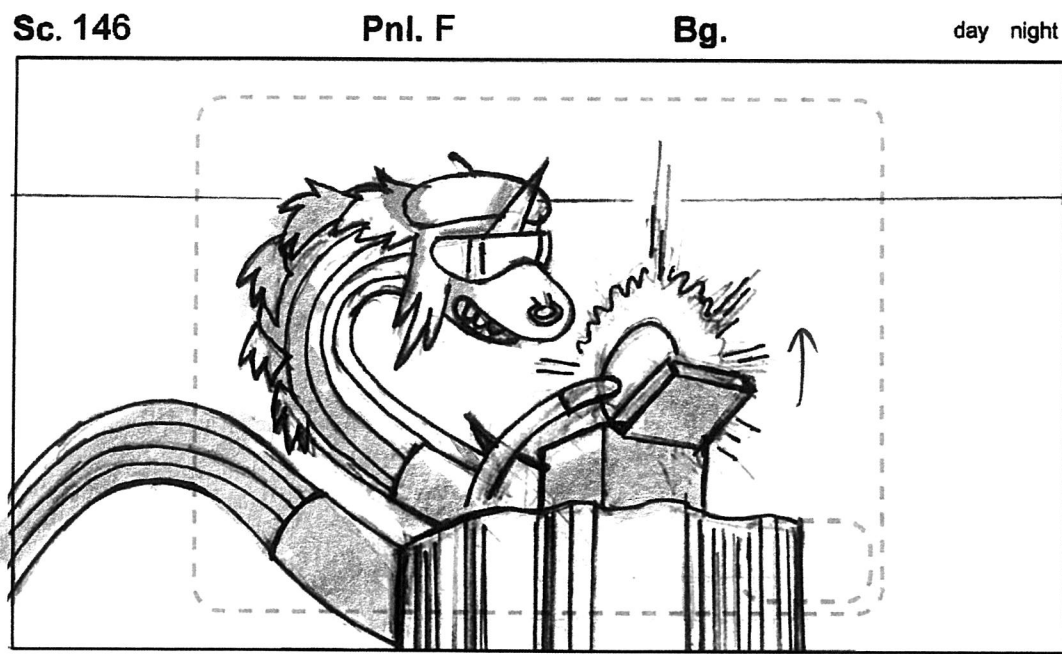


Dialog:	
	<u>SFX</u> : \uparrow Puck! [box opens]
	<u>Lee</u> : The --
Action:	
	Lee opens box.
	Lee reaches into box.
Timing:	

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Production :

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ADVENTURE TIME



Dialog:	
<u>Lee</u> : -- of Destruction!	<u>Lee</u> : I'm gonna rain pain on all --
Action: - Lee picks up the crystal OBJECT. - OBJECT STARTS GLOWING.	
Timing:	

EPISODE # 1034-232
Production :

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ADVENTURE TIME

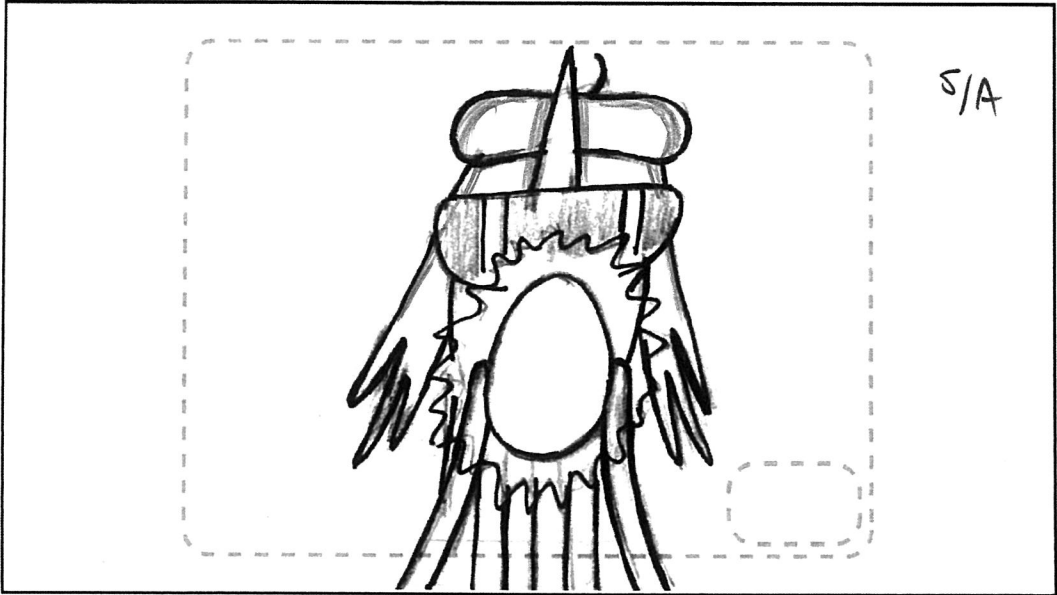


Sc. 147

Pnl. B

Bg.

day night

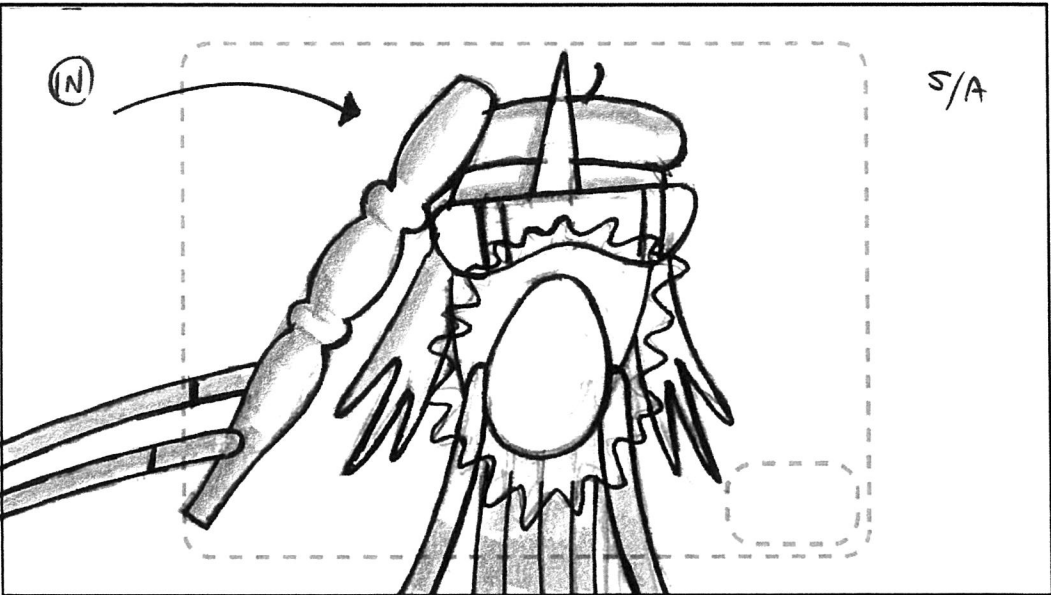


Sc. 147

Pnl. C

Bg.

day night



Dialog:

Lee: -- those dumb dog --

SFX: Ponk!

Action:

- LR HITS LEE W/ CHAIR LEG.

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

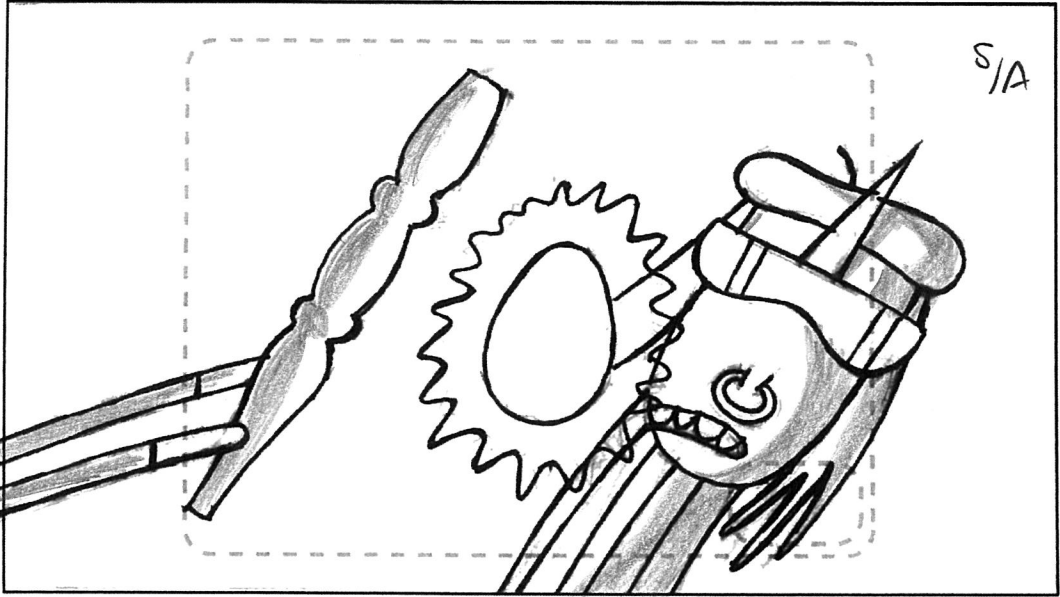


Sc.147

Pnl. D

Bg.

day night

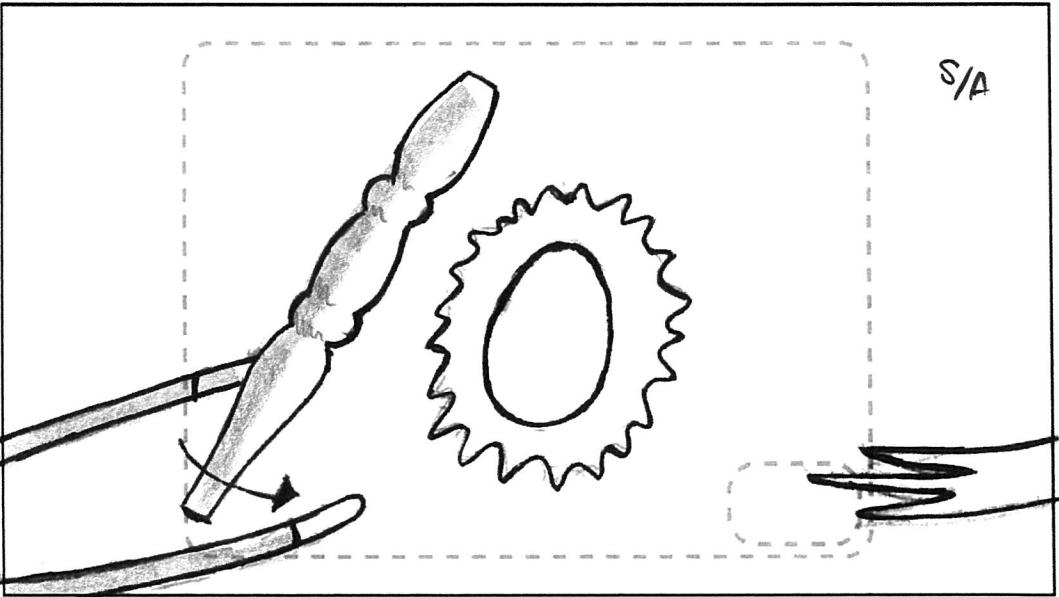


Sc.147

Pnl. E

Bg.

day night



Dialog:

LEE: EUGH...

Action:

- LEE FALLS OFF/S.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



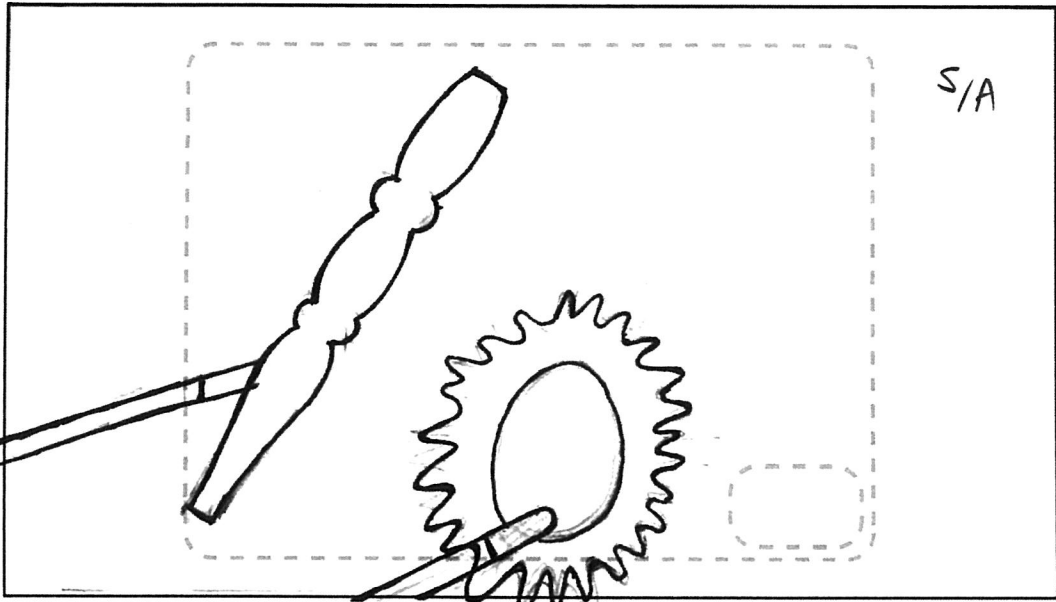
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Sc.147

Pnl. F

Bg.

day night

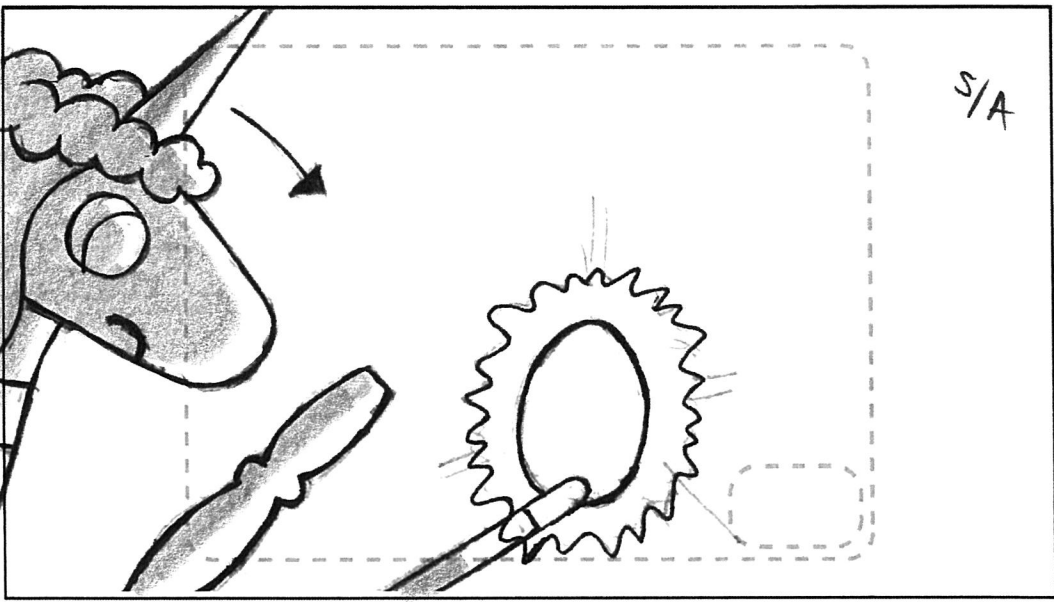


Sc. 147

Pnl. G

Bg.

day night



Dialog:

Action:

-LR LEANS ON/S.

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

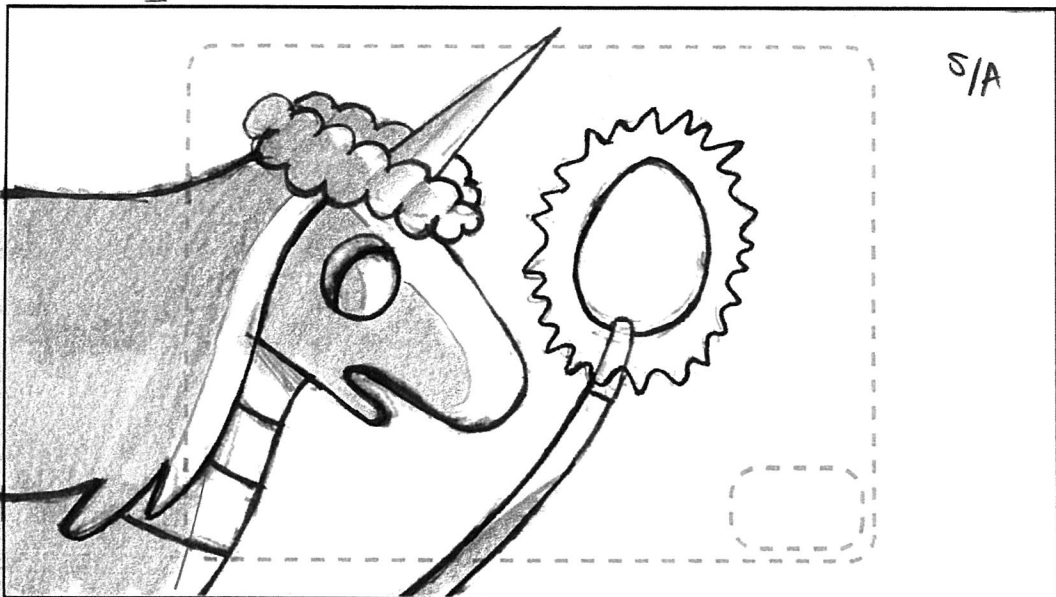


Sc. 147

Pnl. H

Bg.

day night

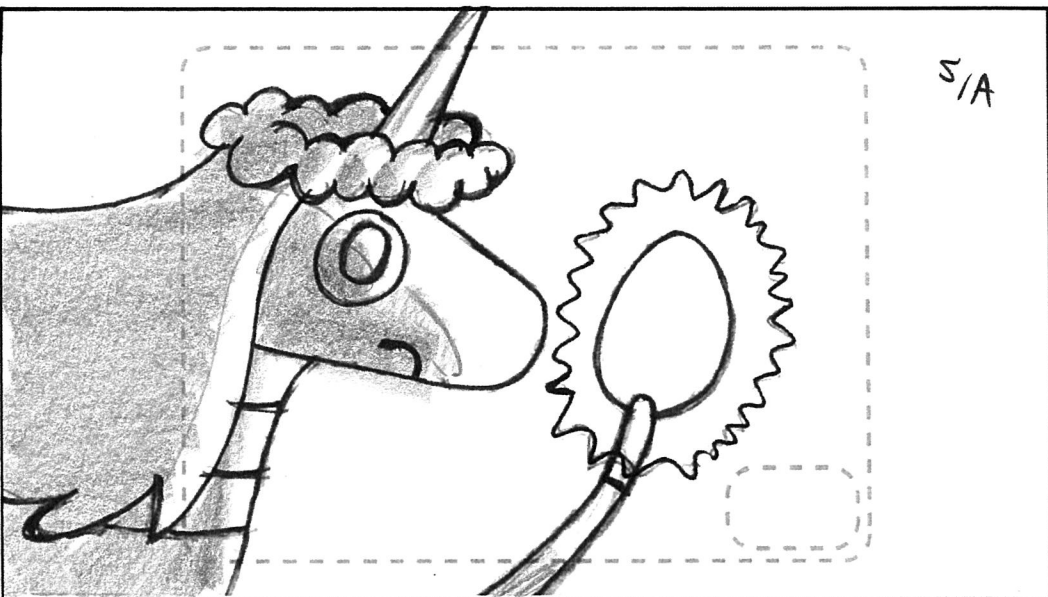


Sc. 147

Pnl. I

Bg.

day night



Dialog:

LR: I'm sorry, my love.

Roy (O.S.): Hey! .

Action:

-LR LOOKS OFF/S.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



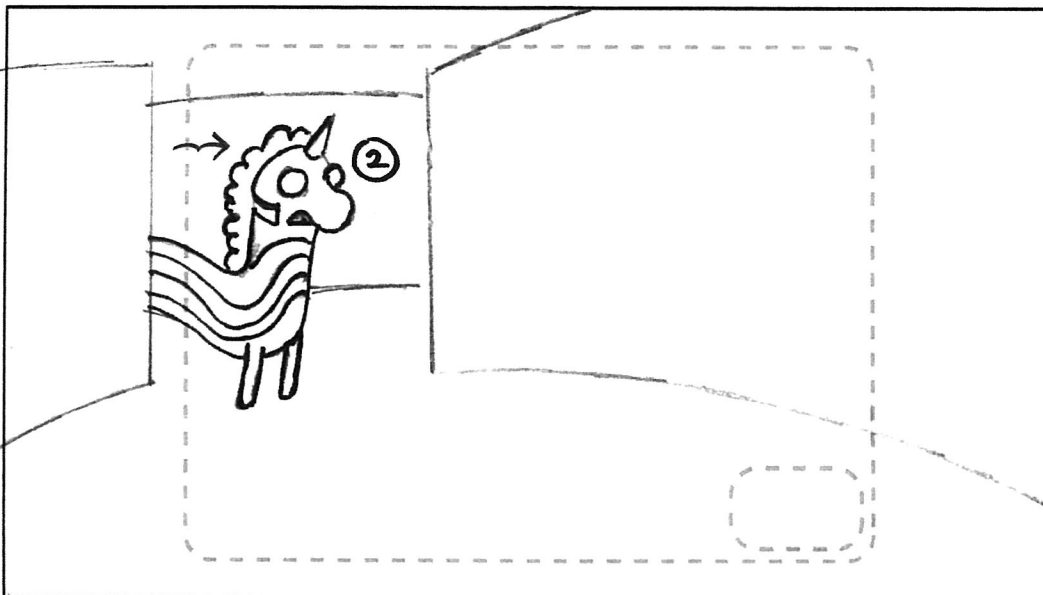
Page 320

Sc. 148

Pnl. A

Bg.

day night

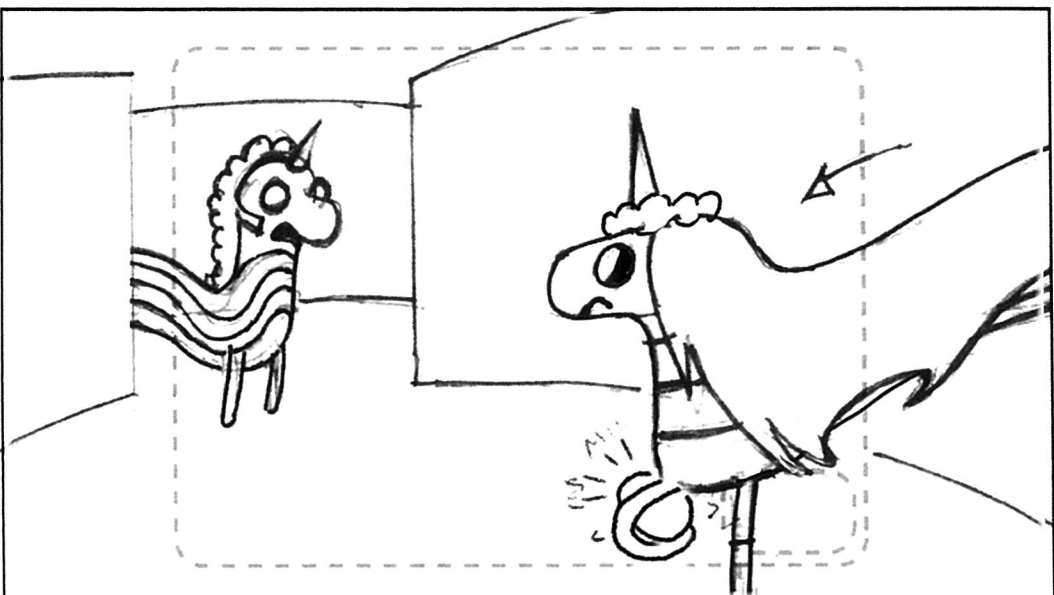


Sc. 148

Pnl. B

Bg.

day night



Dialog:

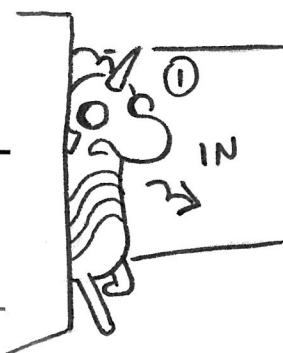
Roy: What's going on?

SFX: * CLAPX

Action:

-LR JUMPS ON/S.

Timing:



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ADVENTURE TIME

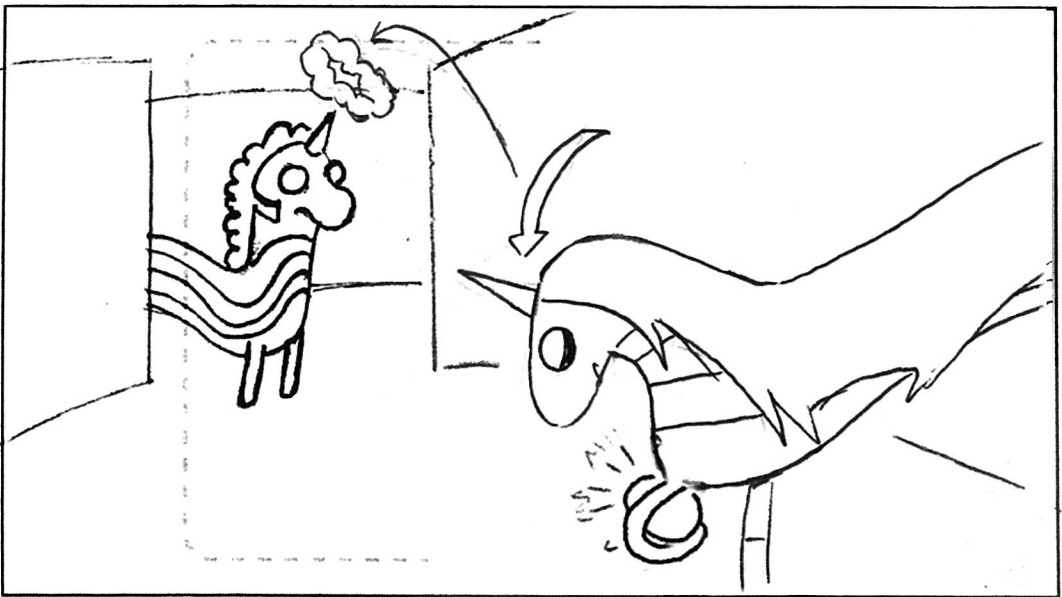


Sc. 148

Pnl. C

Bg.

day night

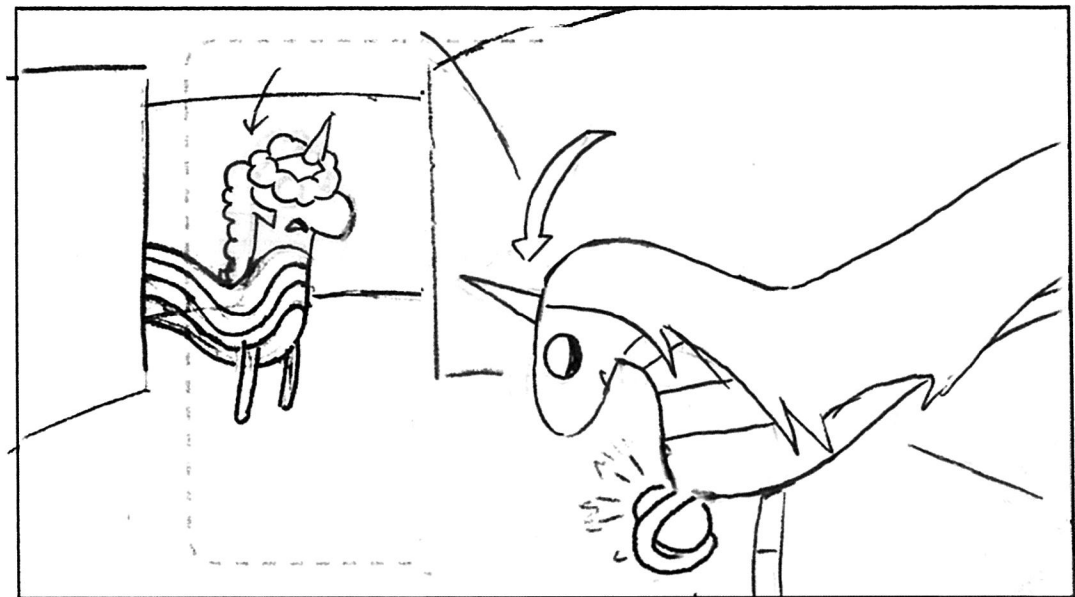


Sc. 148

Pnl. D

Bg.

day night



Dialog:

SFX: * FWICK! *

ROY: WHA -

Action:

-LADY FLICKS FLOWER
WREATH AT ROY.

- WREATH LANDS AROUND ROY'S HEAD
... THEN EYES

Timing:

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Production :

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ADVENTURE TIME



Page 320 B

Sc. 148

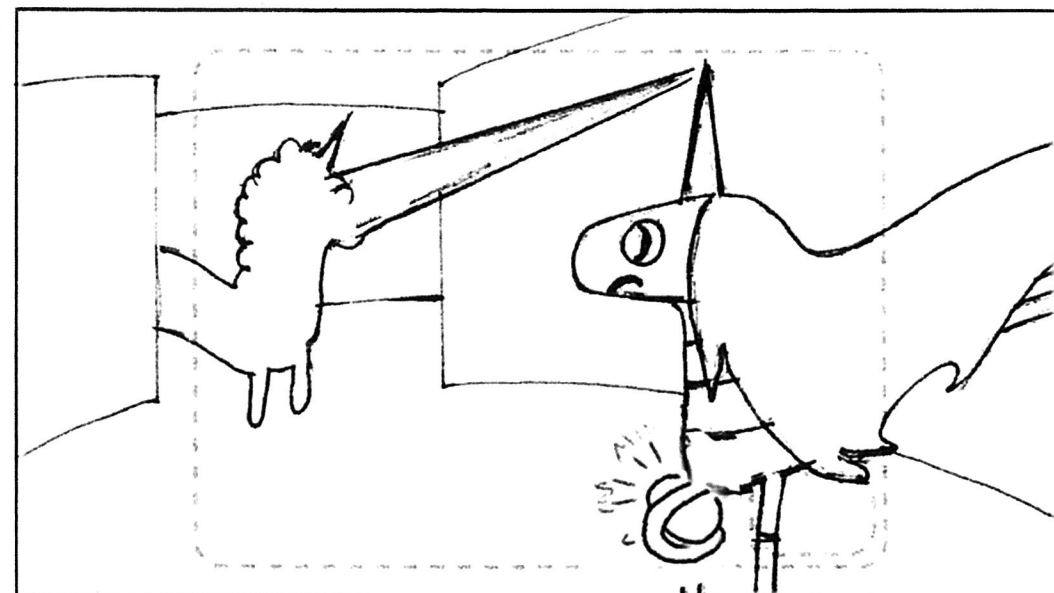
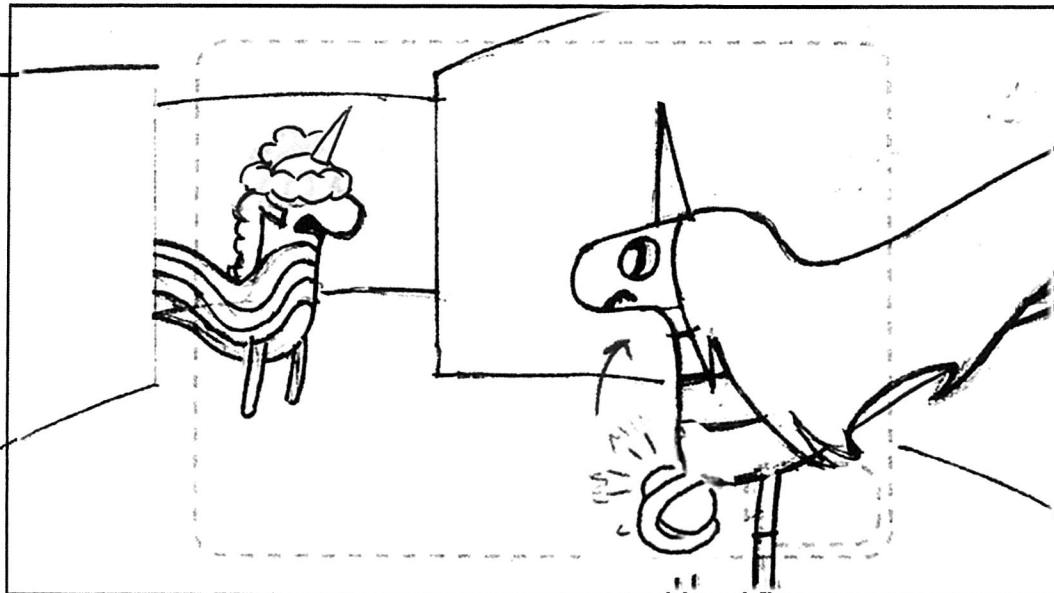
Pnl. E

Bg.

day night

Sc. 148

Pnl. F



Dialog:

SFX: +ZAP!*

ROY: AH--

Action:

-LR SHOOTS BEAM FROM HORN,

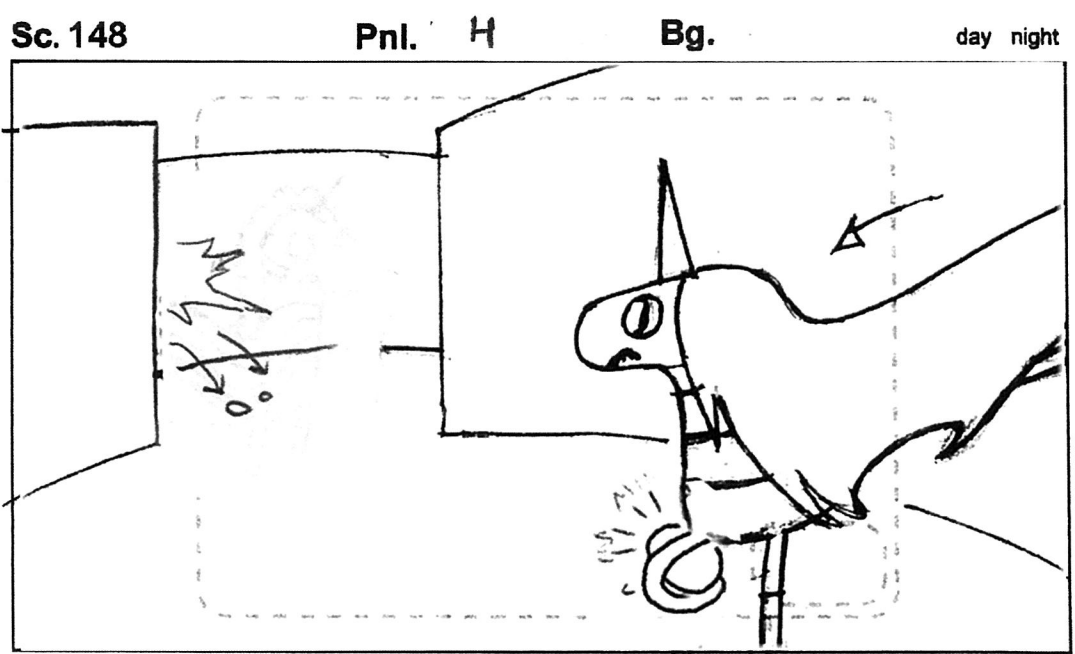
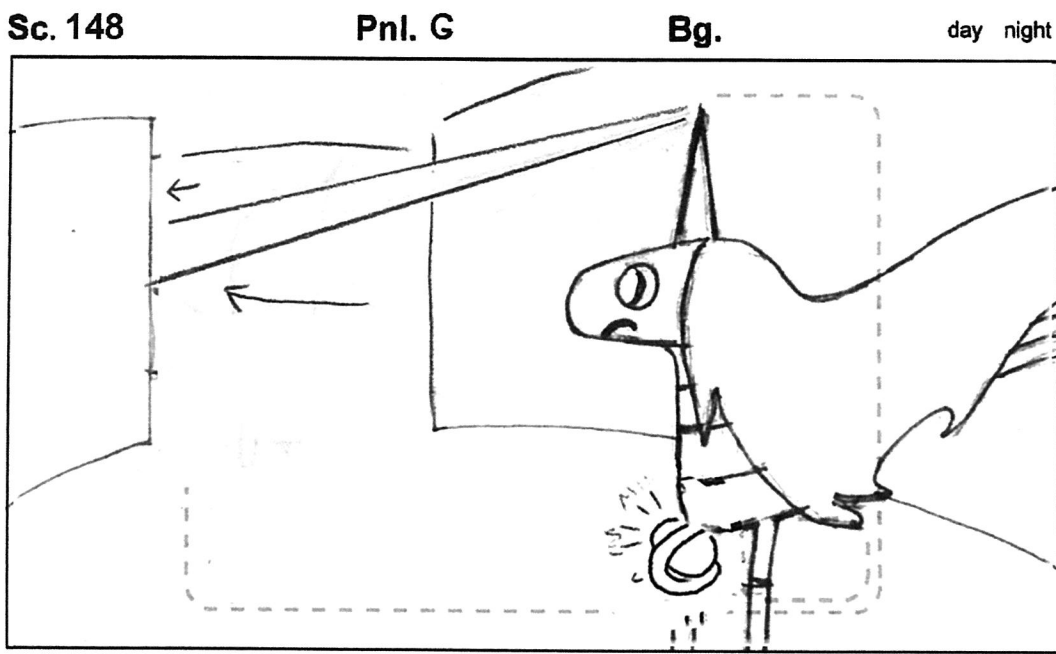
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Dialog:	
<u>ROY</u> : AH--	
SFX: * BOOM *	
Action:	
<ul style="list-style-type: none">- BEAM KNOCKS ROY OFF/S.- BEAM SWINGS UPWARD	
- OFF/S ROY HITS WALL.	
Timing:	

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Production :

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ADVENTURE TIME



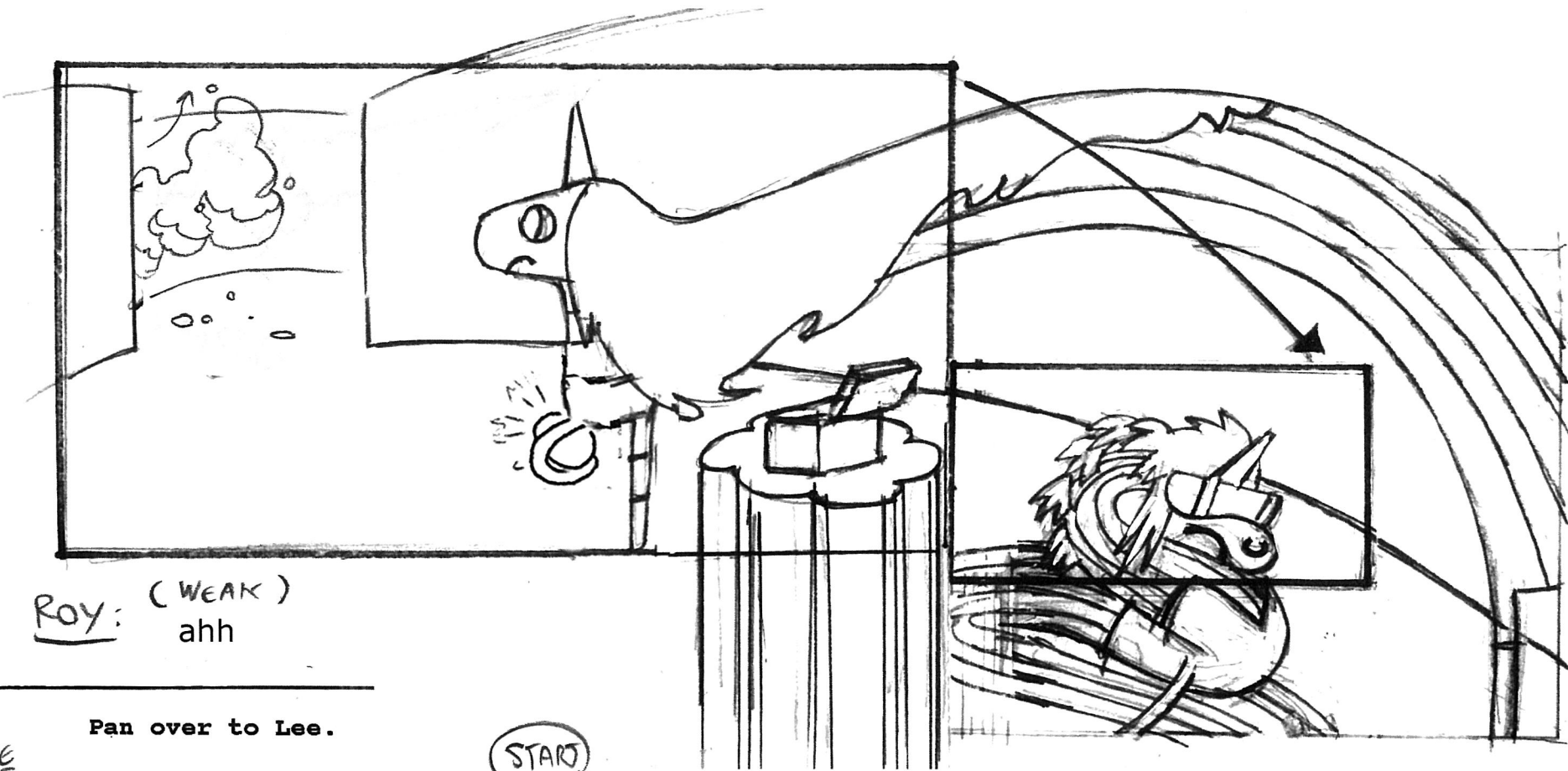
Page 322

Sc.148

Pnl. D

Bg.

day night



Dialog:

Roy: (WEAK)
ahh

Action:

Pan over to Lee.

- SMOKE
RISES

START

Timing:

STOP

EPISODE # 1034-232

Production :

ADVENTURE TIME



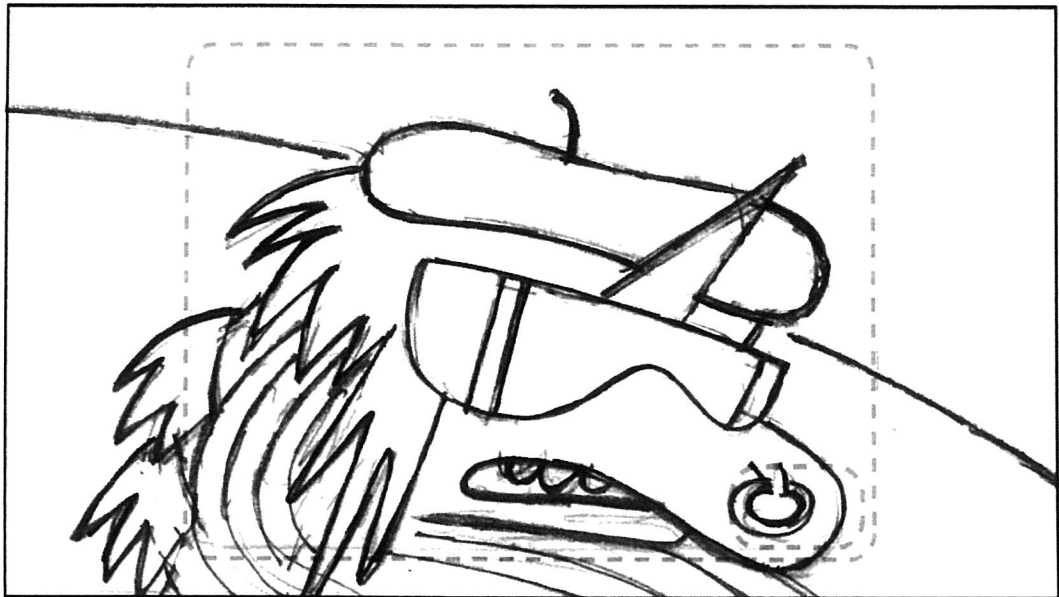
Page 323

Sc. 148

Pnl. J

Bg.

day night

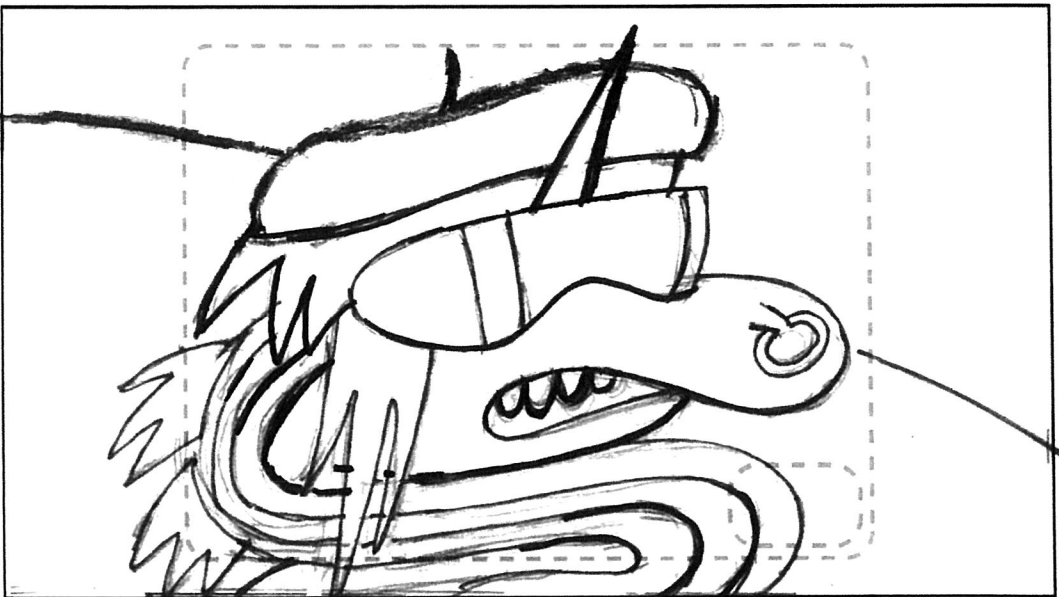


Sc. 148

Pnl. K

Bg.

day night



Dialog:

LEE: [GROAN]

Lee: You can't stop me, baby, I'm gonna
get that NUGGET SOMEDAY...

Action:

Timing:

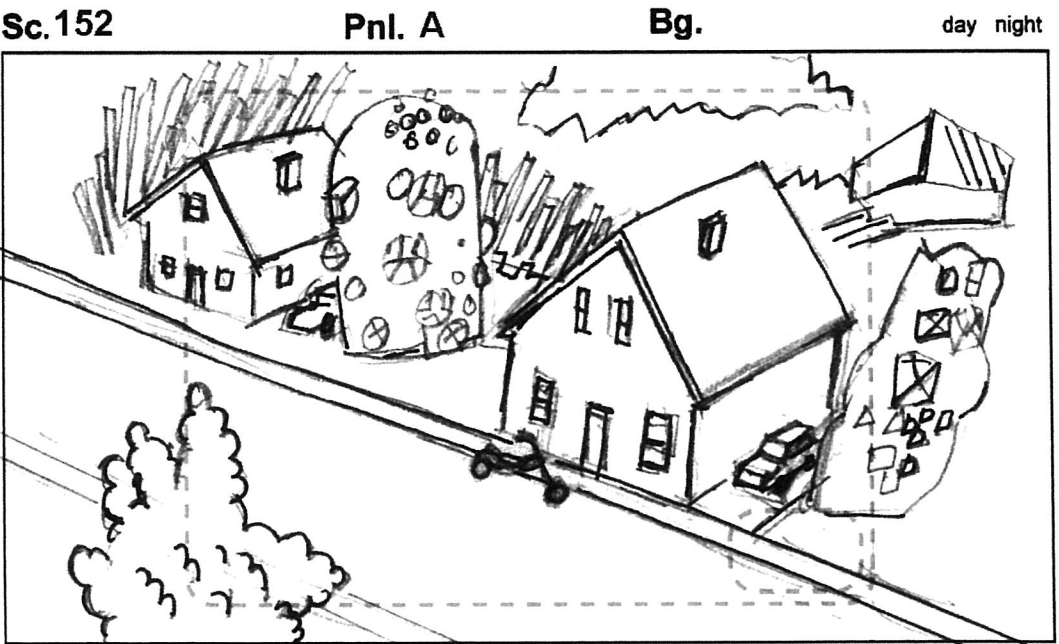
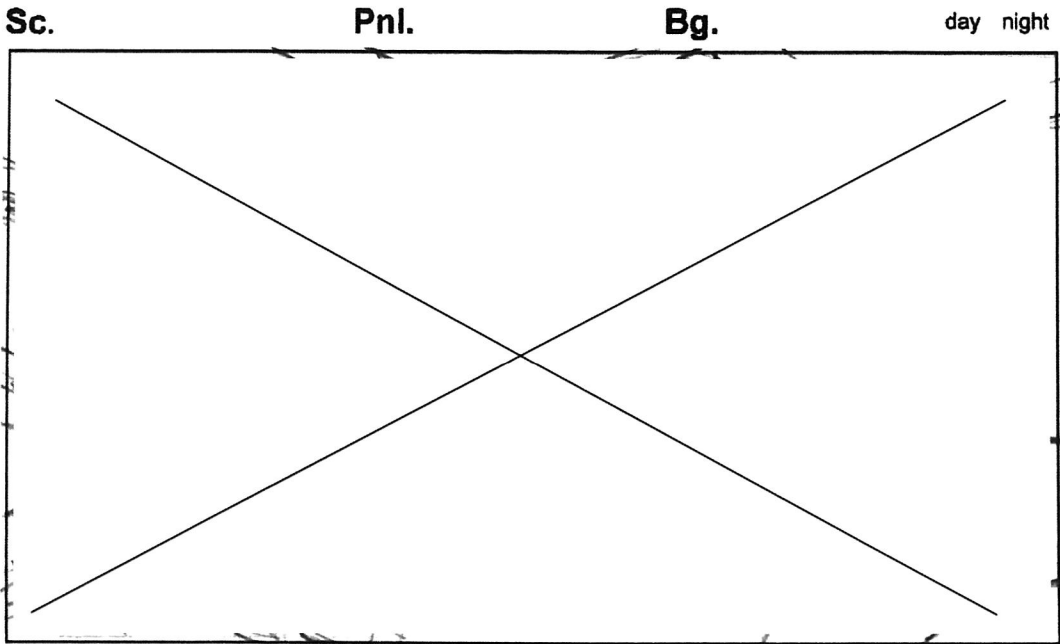
EPISODE # 1034-232

Production :

ADVENTURE TIME



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Dialog:	
Action:	Cut to the motorcycle parked in front of a house.
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



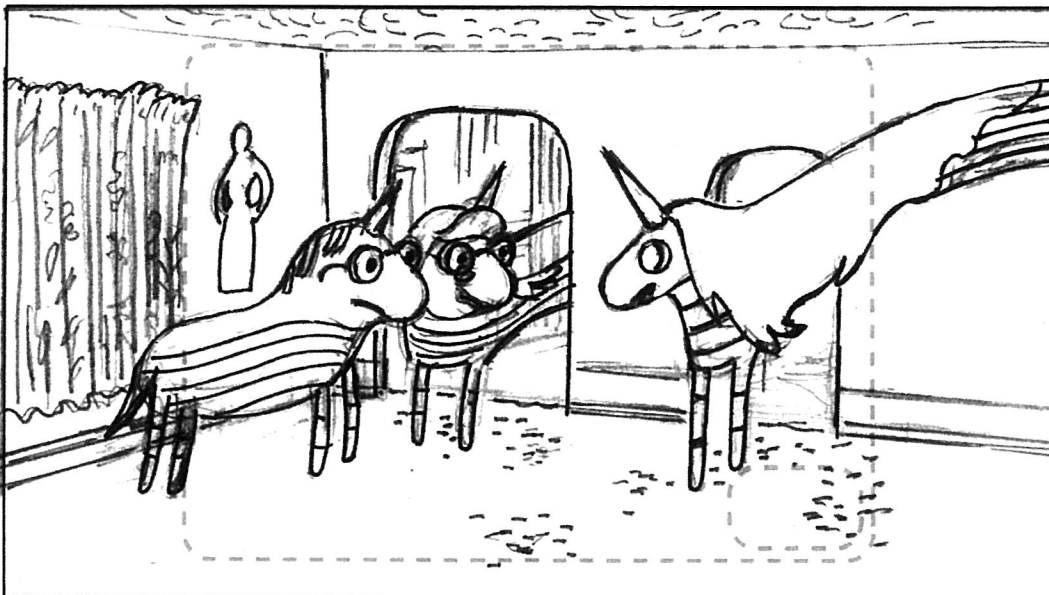
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Sc. 153

Pnl. A

Bg.

day night

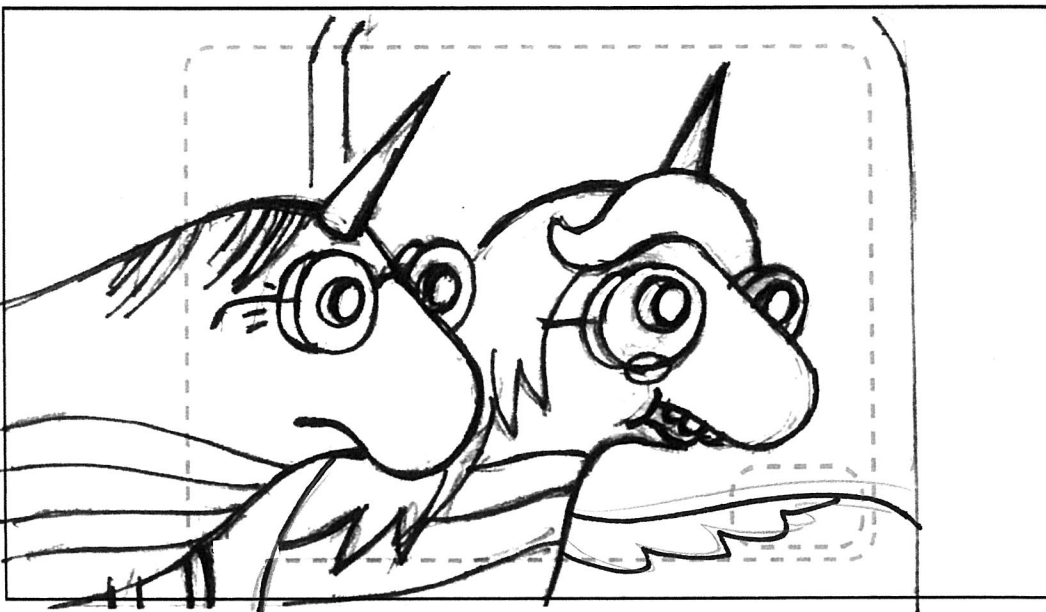


Sc. 154

Pnl. A

Bg.

day night



Dialog:

LR: Mom, Dad, I've got to go out of town fast.

Mom: You're Leaving?

Do you want any groceries to
take with you?

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



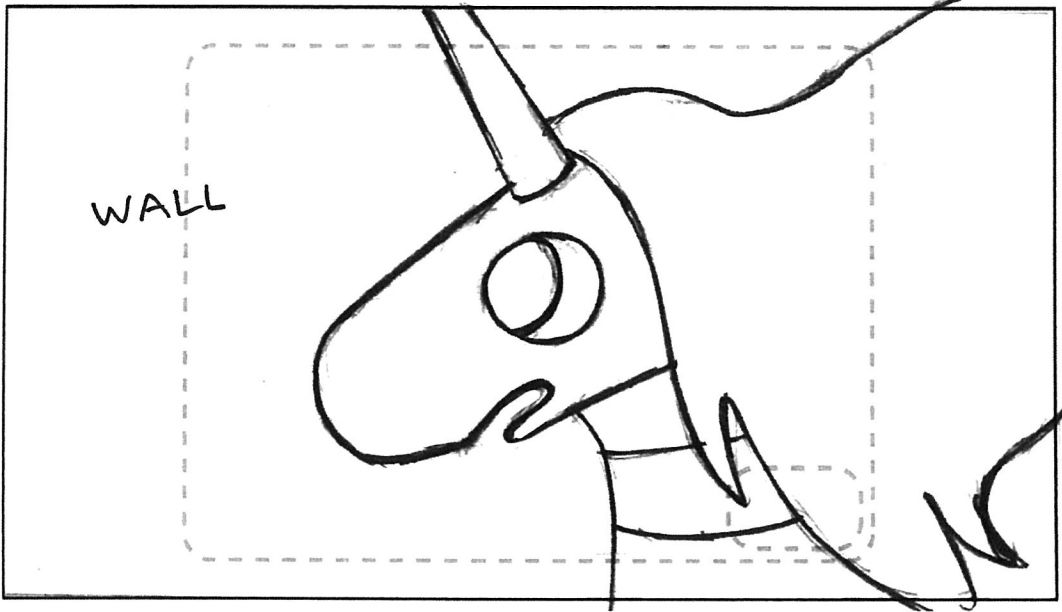
Page 329

Sc. 155

Pnl. A

Bg.

day night

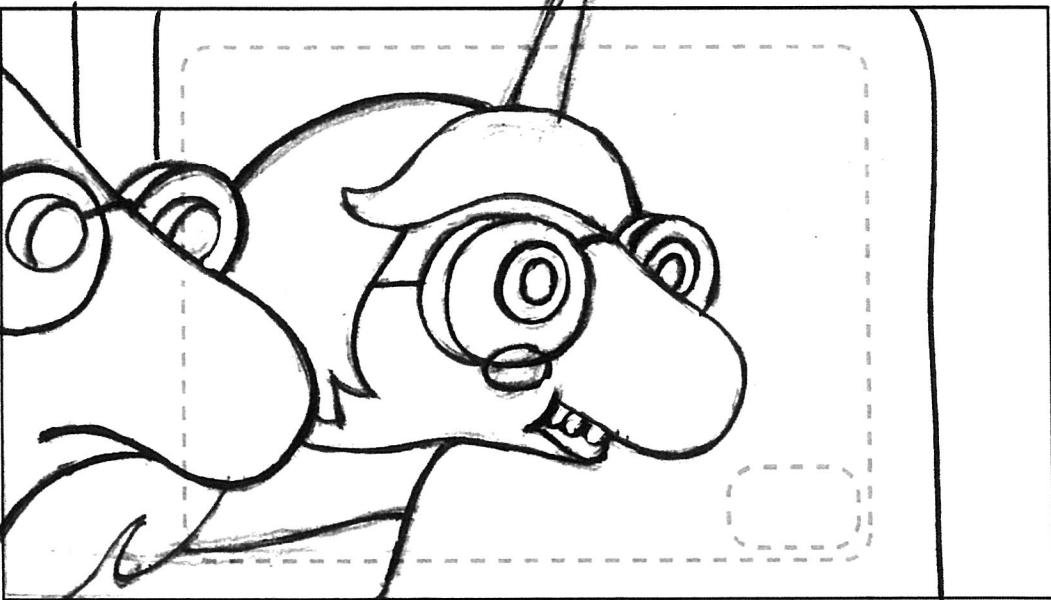


Sc. 156

Pnl. A

Bg.

day night



Dialog:

LR: Listen, I don't know if I can ever come
back - - - the crystal MERGENCE MUST
BE kept far from here. AWAY
FROM DOGS AND RAINICORNS

Mom: Okay but take a purse, I have tons
of them.

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



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Sc. Pnl. Bg. day night

Sc. 158 Pnl. A Bg. day night

Dialog:

SFX: Vrooom!

LR: Thanks, Mom! Thanks Dad! I love you!
(PURSE IN MOUTH)

Action:

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

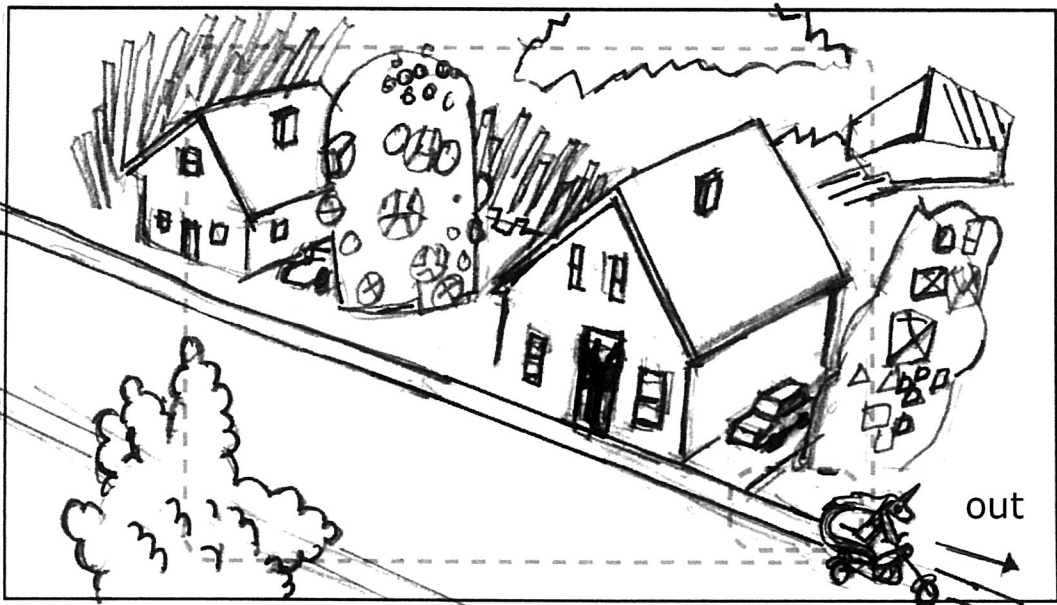


Sc.158

Pnl. B

Bg.

day night

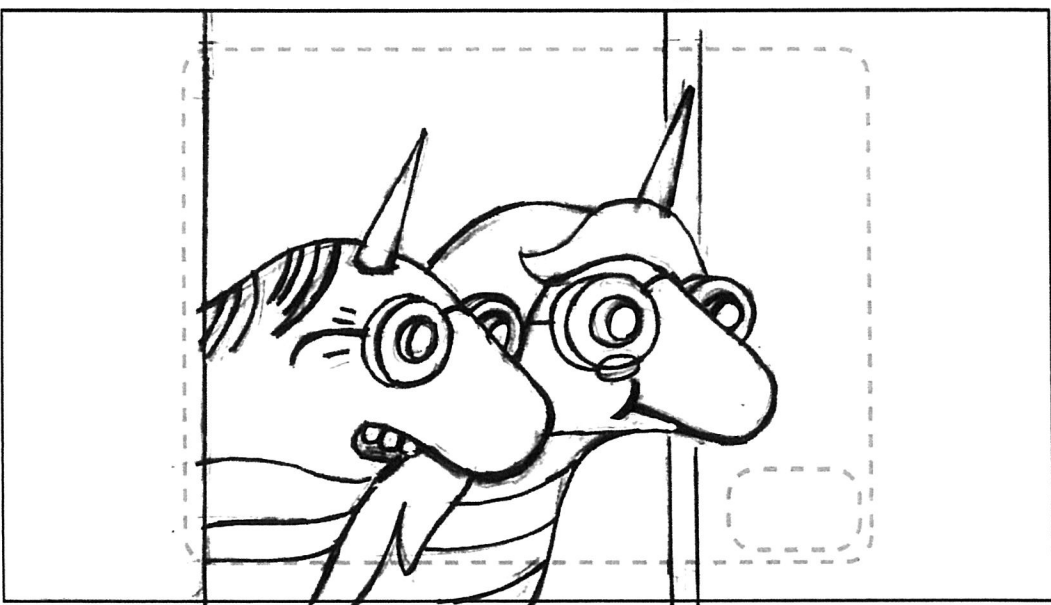


Sc. 159

Pnl. A

Bg.

day night



Dialog:

Dad: No more nose ring Bozo !

Action:

- LR drives off / S.

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

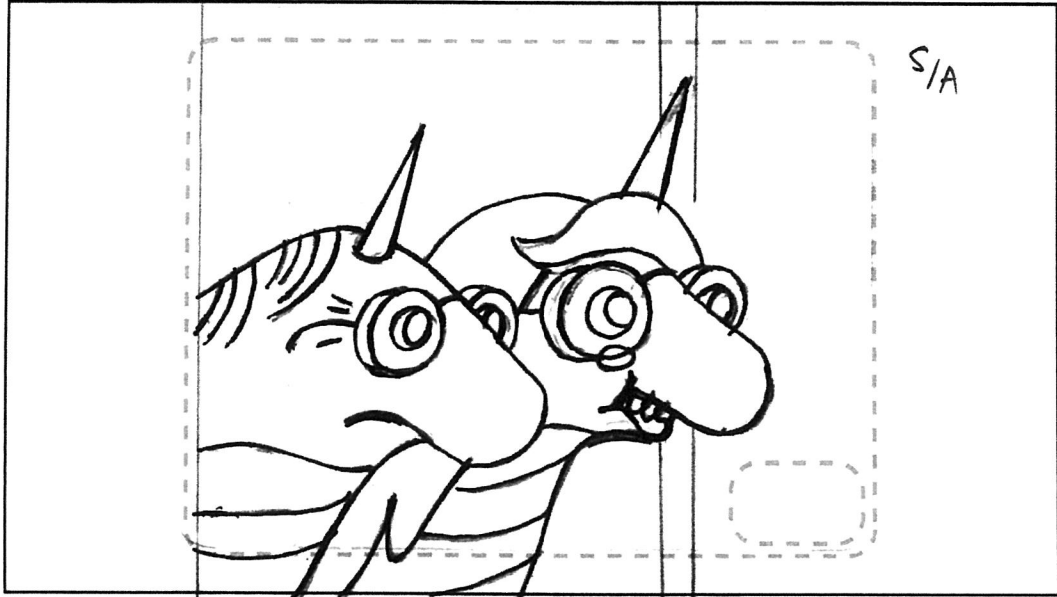


Sc. 159

Pnl. B

Bg.

day night

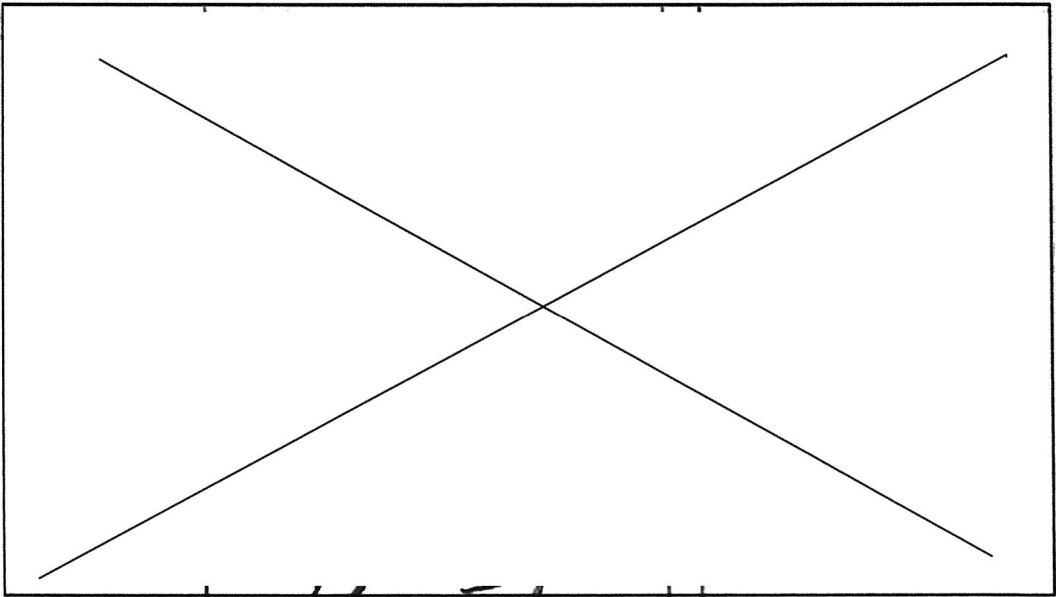


Sc.

Pnl.

Bg.

day night



Dialog:

Mom: Prayer works --

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

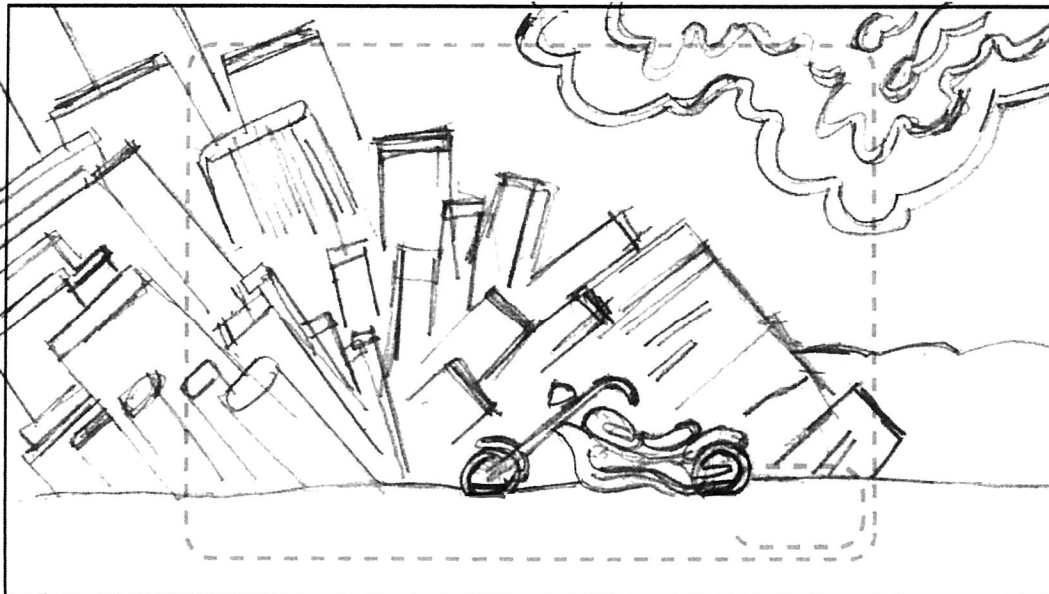


Sc. 160

Pnl. A

Bg.

day night

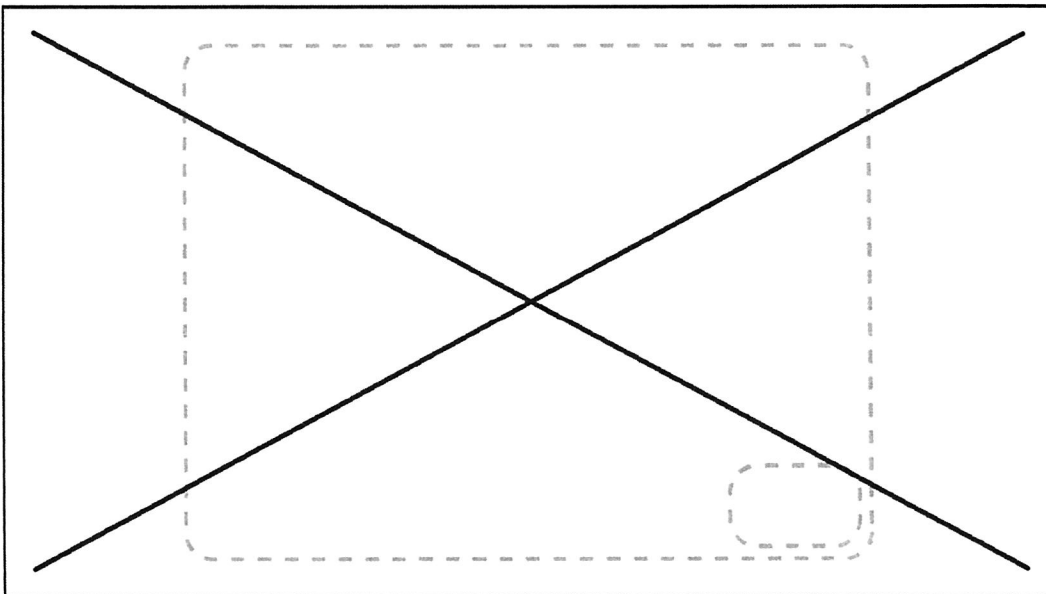


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

— On the motorcycle, parked at the foot of a crystal hill.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Sc. 160

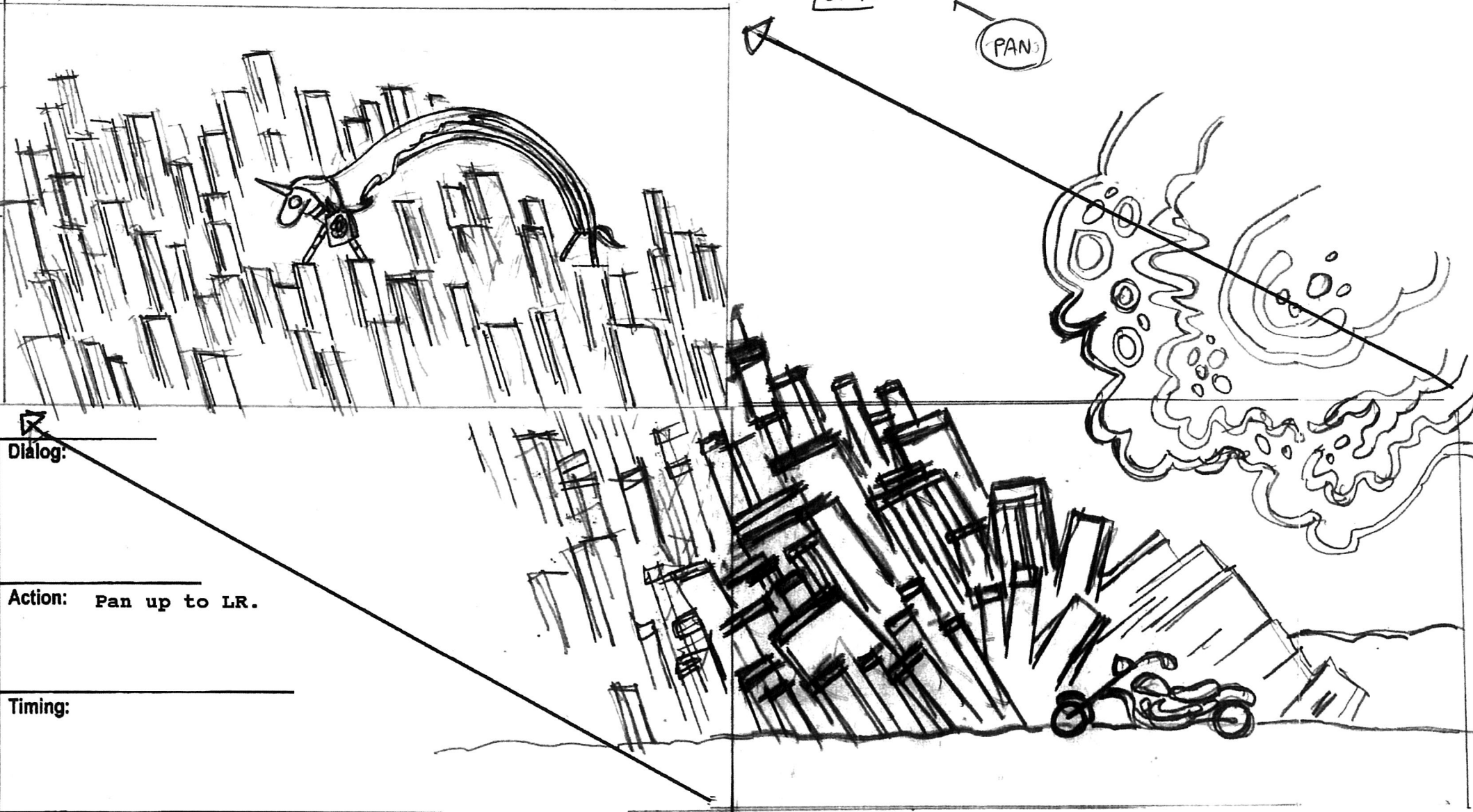
Pnl. B

Bg.

day night

STOP

PAN



Dialog:

Action: Pan up to LR.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



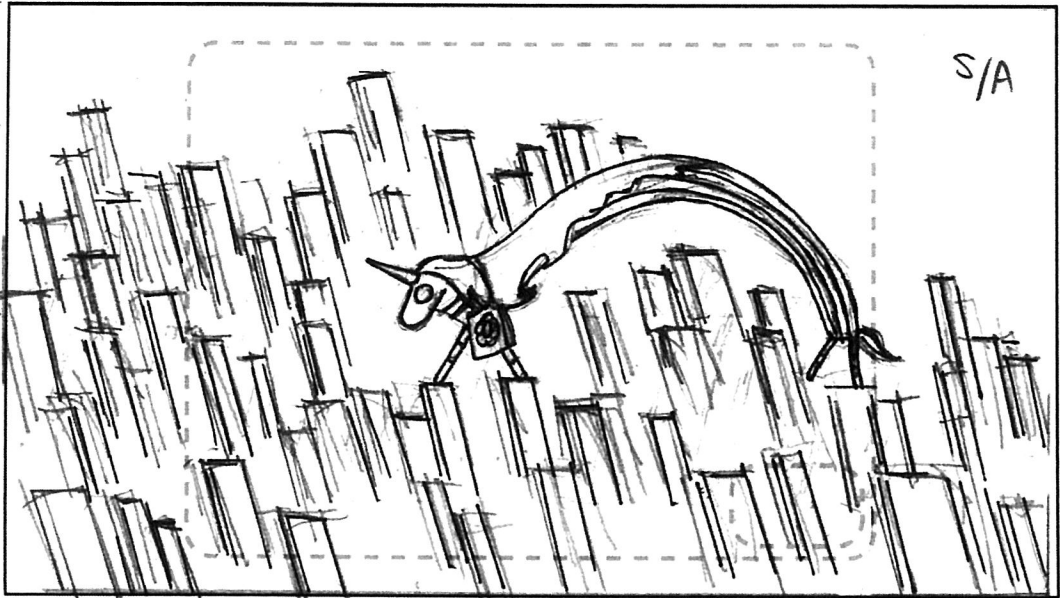
Page 335

Sc 160

Pnl. C

Bg.

day night

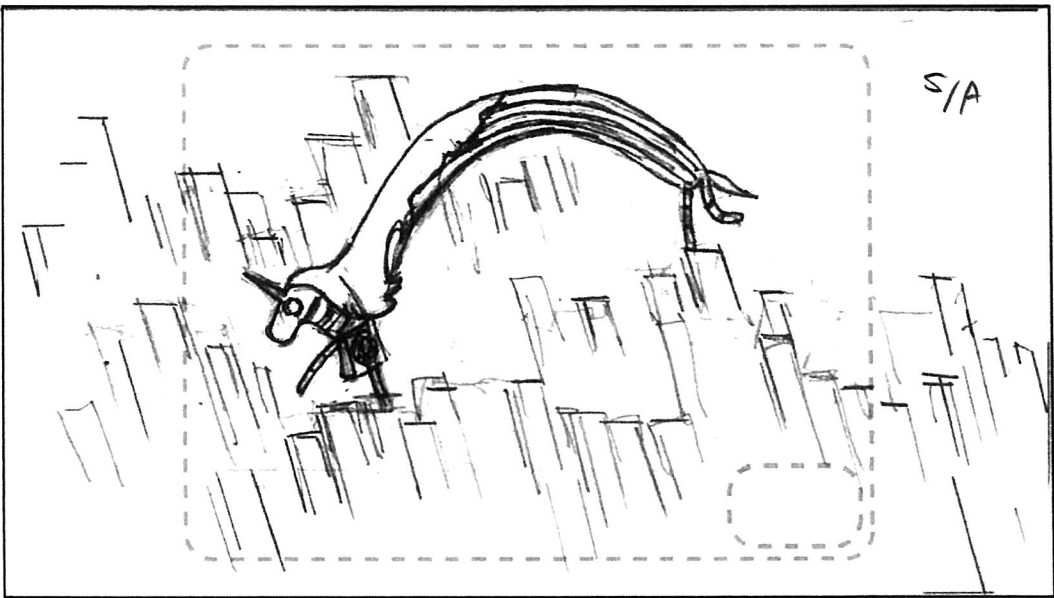


Sc. 160

Pnl. D

Bg.

day night



Dialog:

Action:

LR makes her way over crystals.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

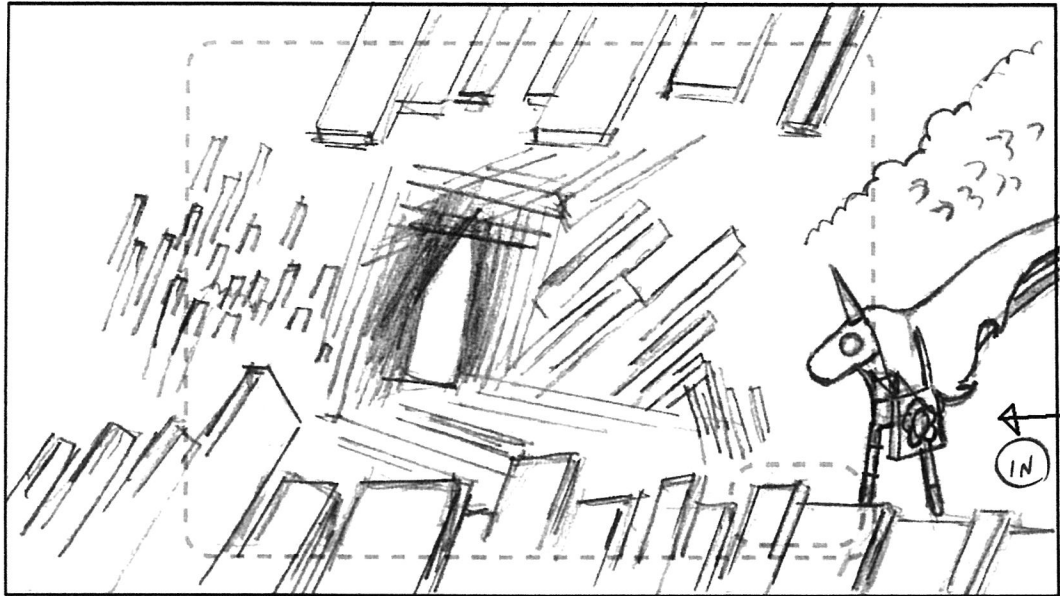


Sc.162

Pnl. A

Bg.

day night

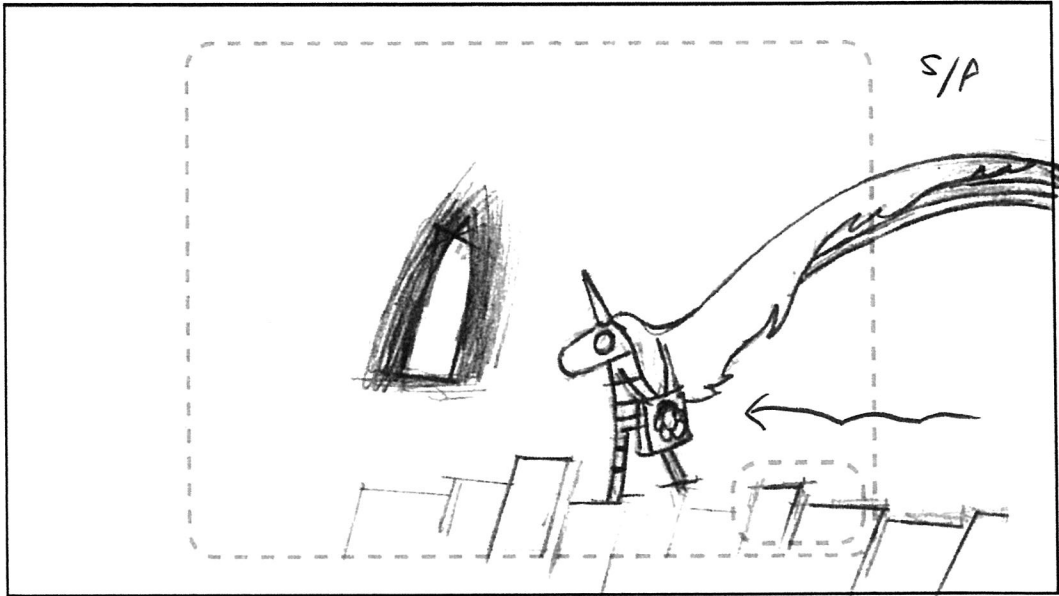


Sc. 162

Pnl. B

Bg.

day night



Dialog:

Action: - On a crystal cave with an opening in it.
 - LR enters.

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

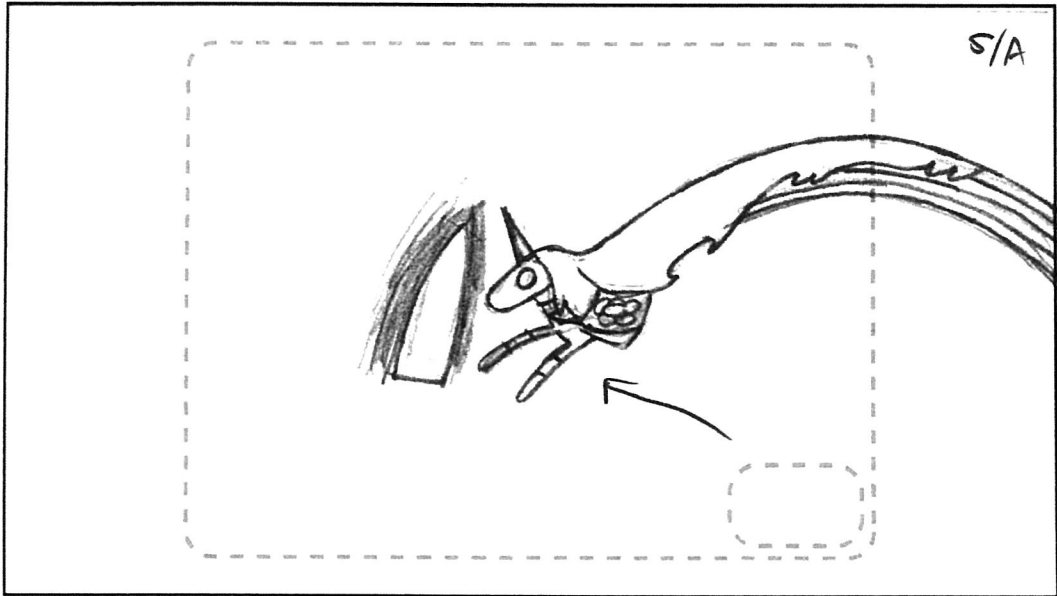


Sc. 162

Pnl. C

Bg.

day night

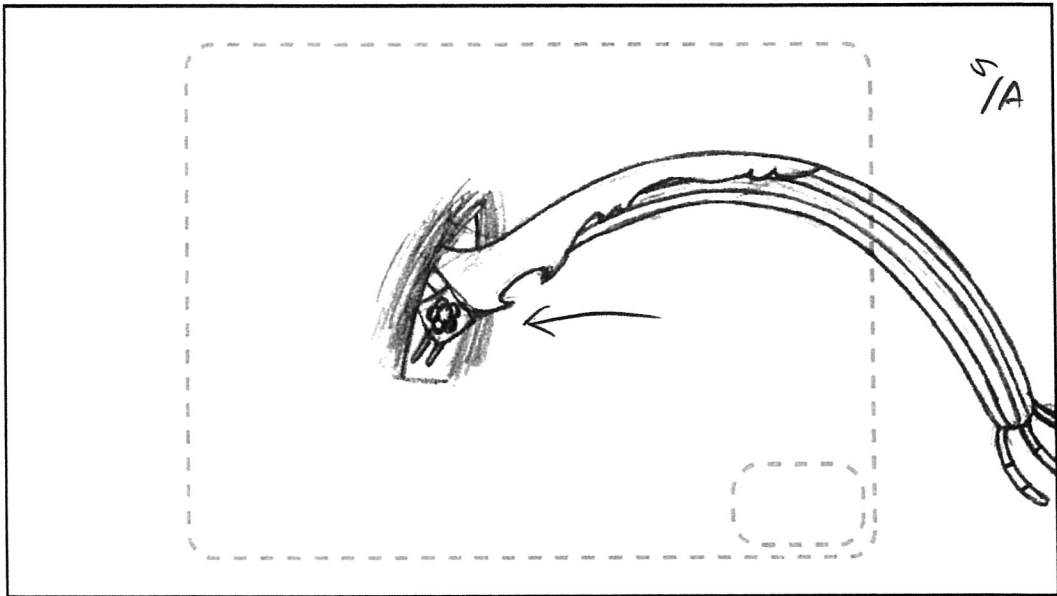


Sc. 162

Pnl. D

Bg.

day night



Dialog:	
Action:	LR leaps through the opening.
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



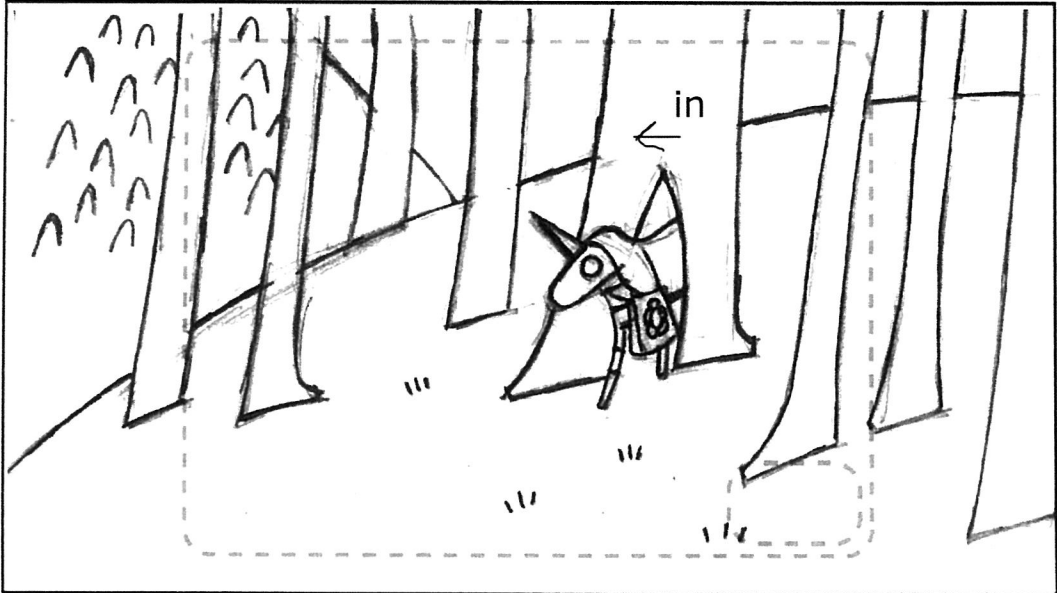
Page 339

Sc. 163

Pnl. A

Bg.

day night

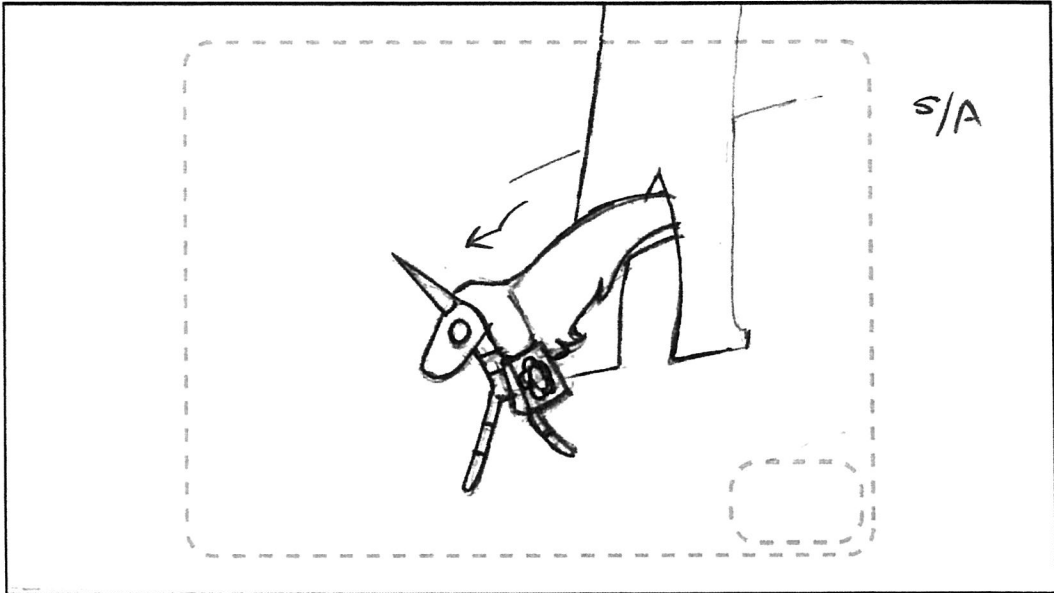


Sc. 163

Pnl. B

Bg.

day night



Dialog:

Action:

— LR comes through the opening on the other side -- through a tree.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

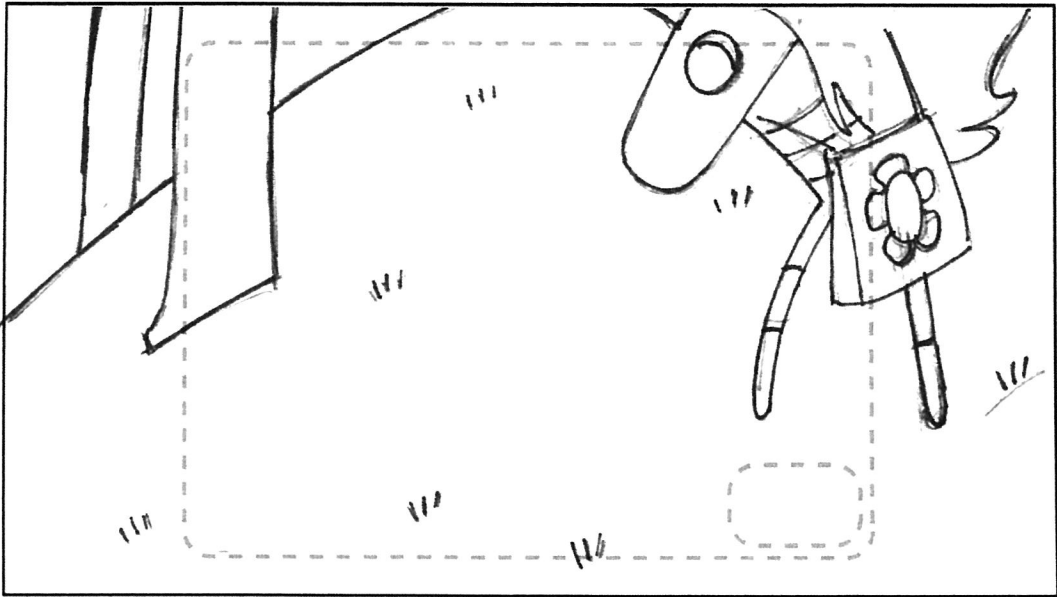


Sc. 164

Pnl. A

Bg.

day night

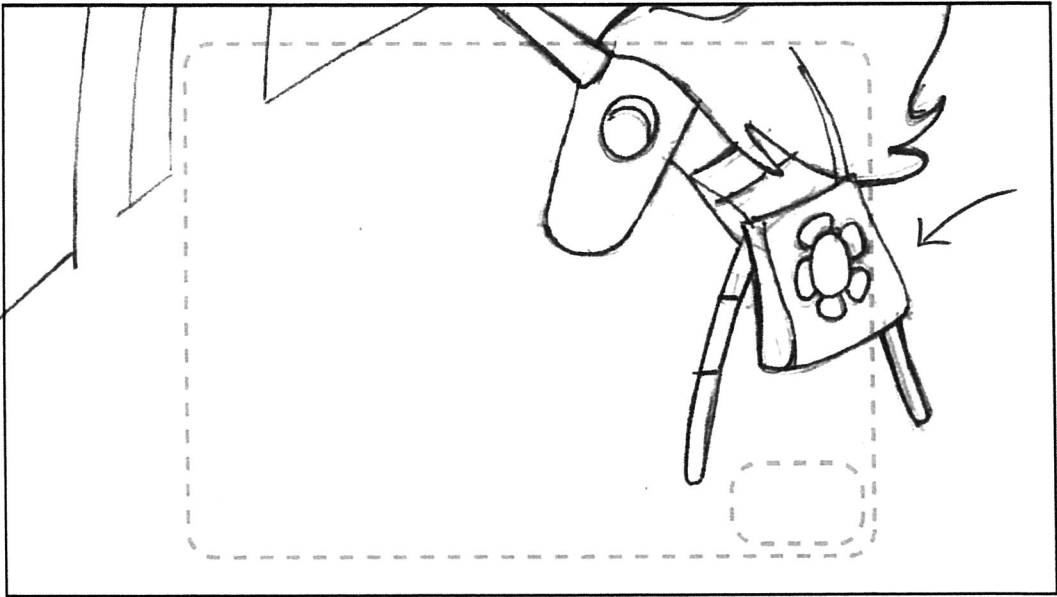


Sc. 164

Pnl. B

Bg.

day night



Dialog:

Action:

Closer on LR.

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

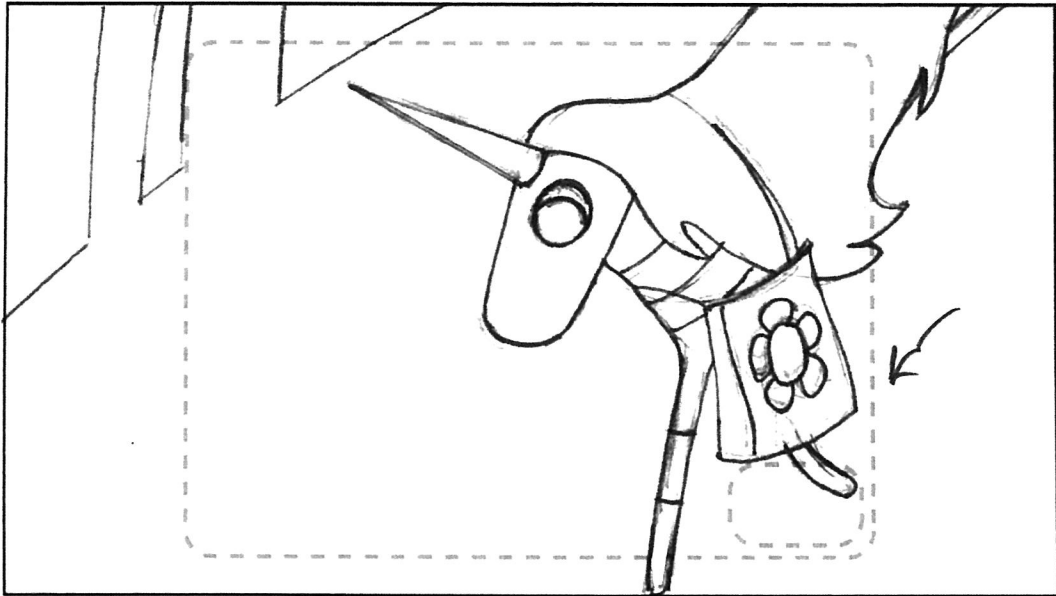


Sc. 164

Pnl. C

Bg.

day night

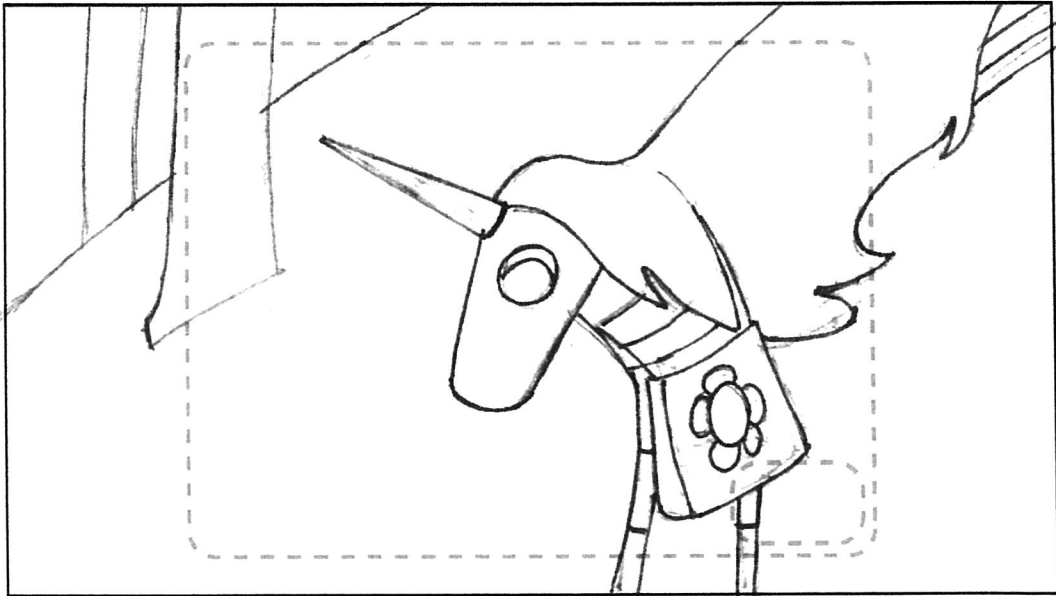


Sc. 164

Pnl. D

Bg.

day night



Dialog:

Cinnamon Bun (O.S.): Oh

Action:

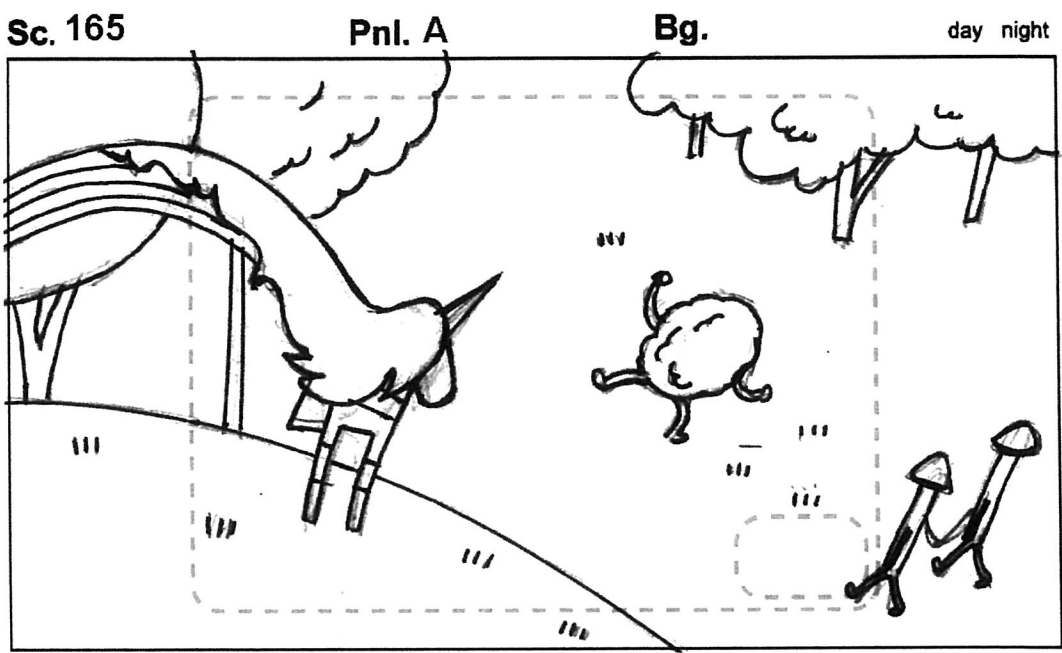
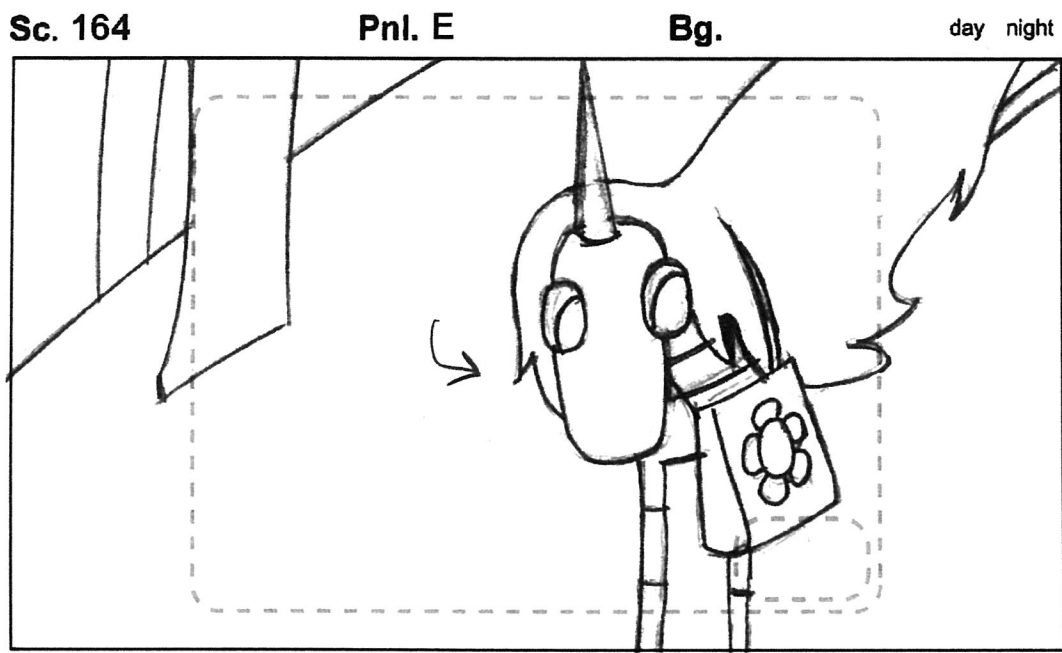
LR pauses.

Timing:

EPISODE # 1034-232
Production :

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ADVENTURE TIME



Dialog:	<p><u>CB</u> : Oh, oh oh!</p>
Action:	<p>- LR eyes follow Cinnamon Bun.</p>
Timing:	

EPISODE # 1034-232
Production :

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ADVENTURE TIME

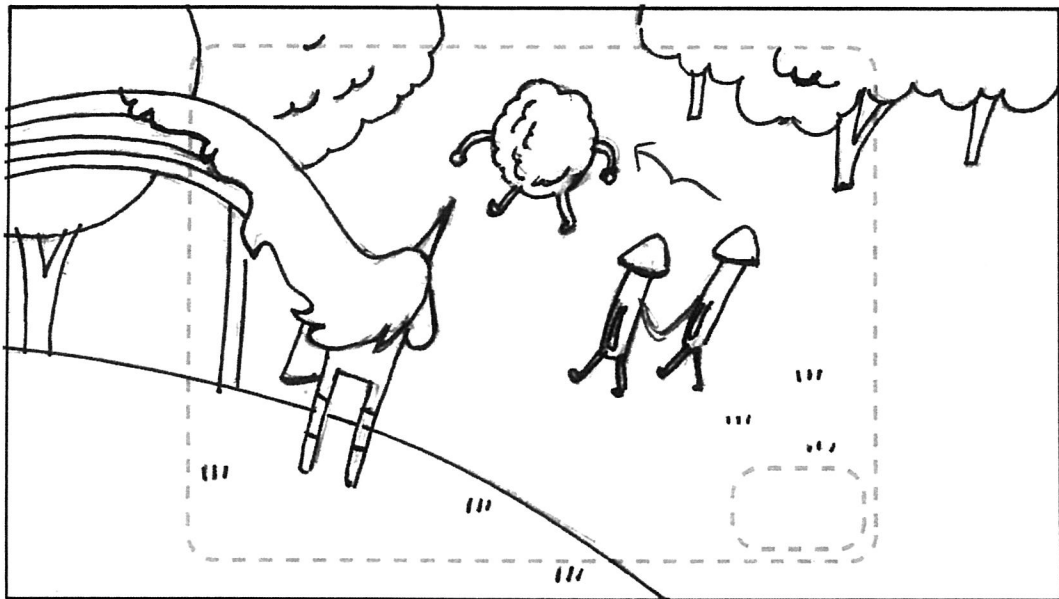


Sc. 165

Pnl. B

Bg.

day night

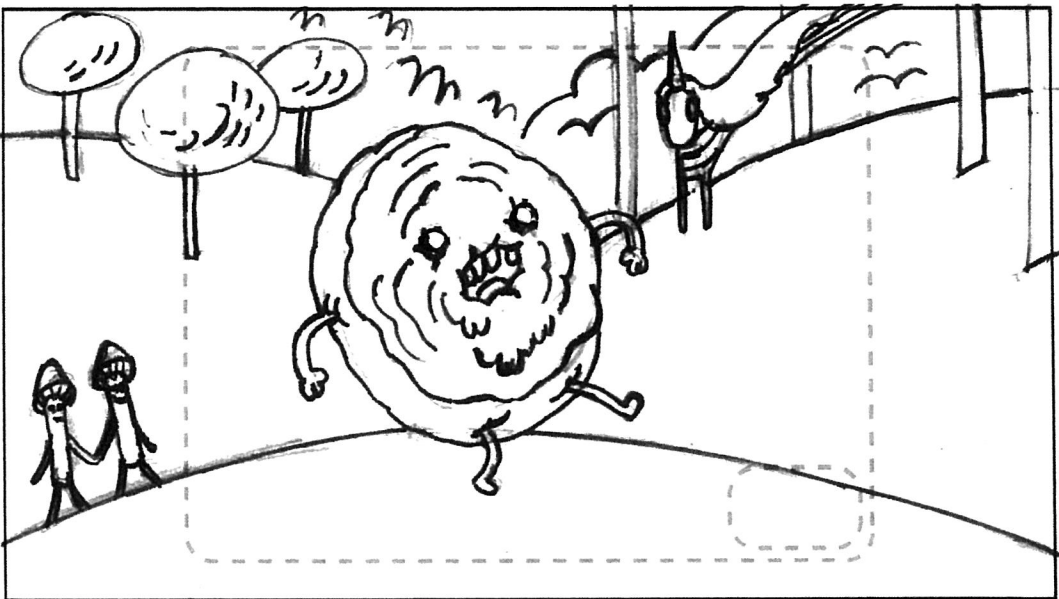


Sc. 166

Pnl. A

Bg.

day night



Dialog:

CB: Oh dear! Oh Dear, Oh dear!

Action:

Timing:

EPISODE # 1034-232

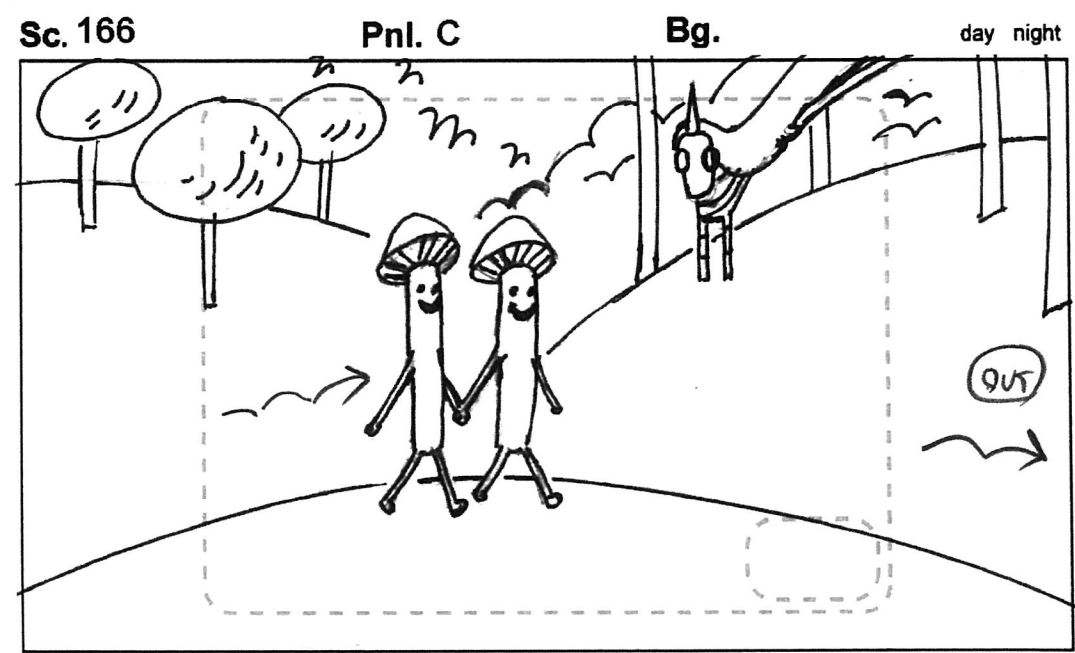
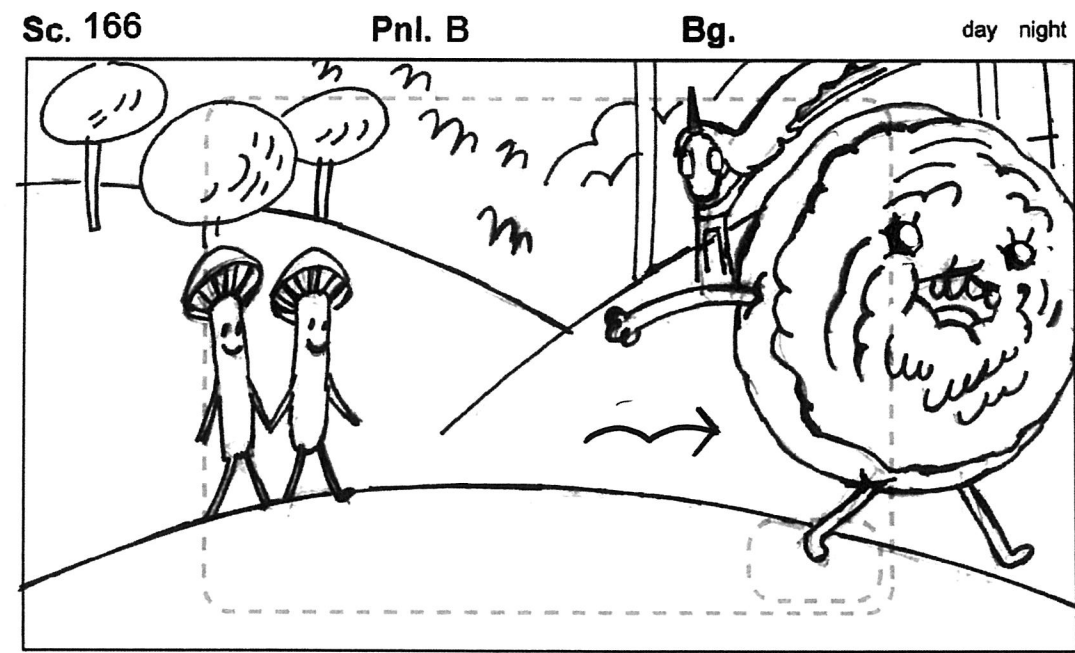
Production :

ADVENTURE TIME



Page 345

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Dialog:	<u>Cinnamon Bun</u> : What <u>AM</u> I gonna do!	<u>Mushrooms</u> : (HIGH-PITCHED LAUGH) TEE-HEE-HEE-HEE!
Action:	-CB WOBBLES FORWARD,	-CB WALKS OFF/S.
Timing:		

EPISODE # 1034-232

Production :

ADVENTURE TIME



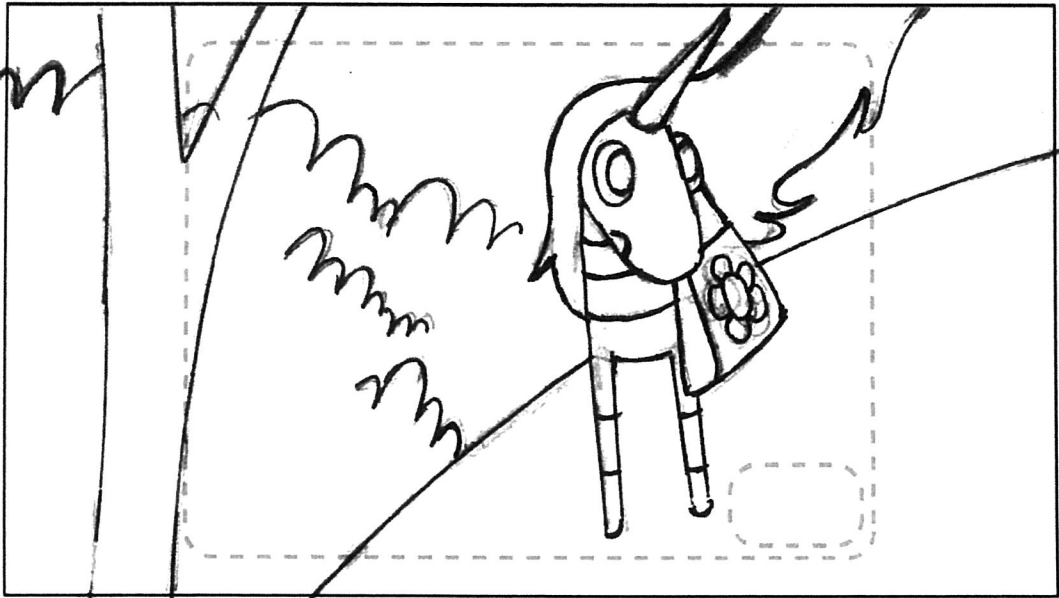
Page 346

Sc. 167

Pnl. A

Bg.

day night

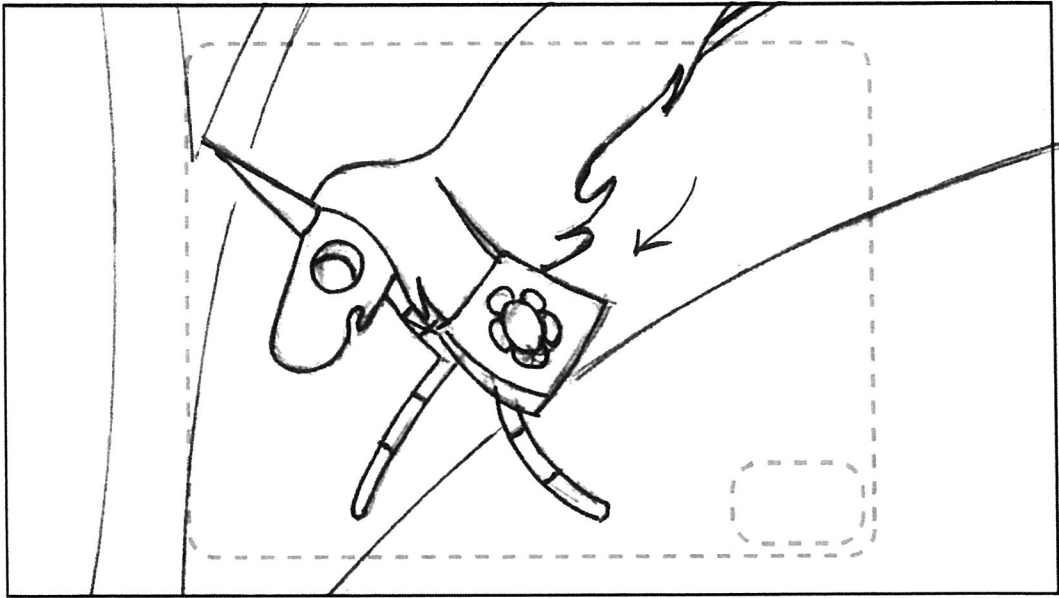


Sc. 167

Pnl. B

Bg.

day night



Dialog:	<u>LR:</u> Weird.
Action:	-LR CONTINUES WALKING.
Timing:	

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EPISODE # 1034-232

Production :

ADVENTURE TIME



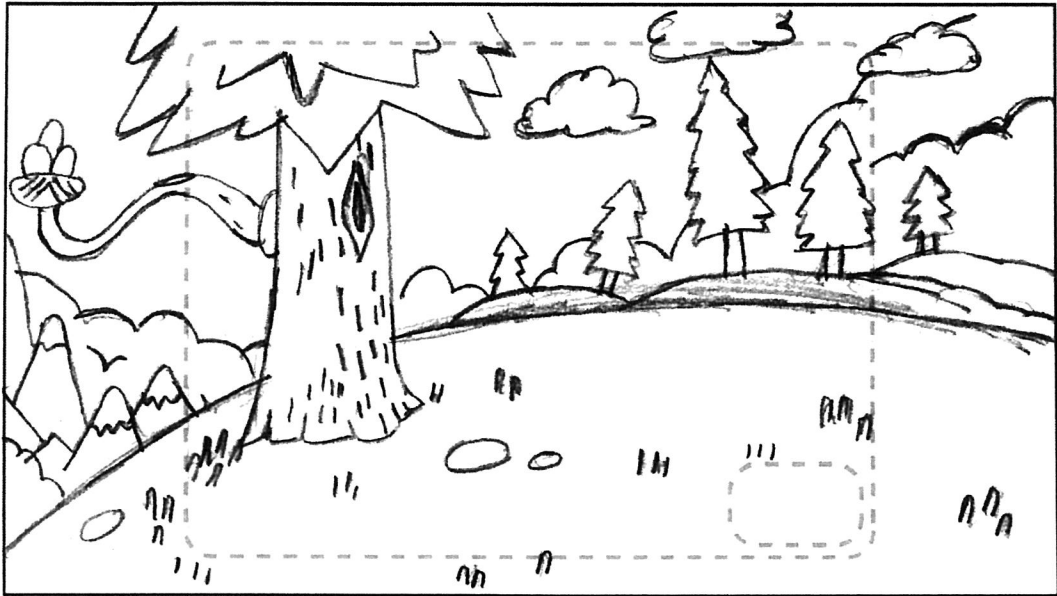
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Sc. 169

Pnl. A

Bg.

day night

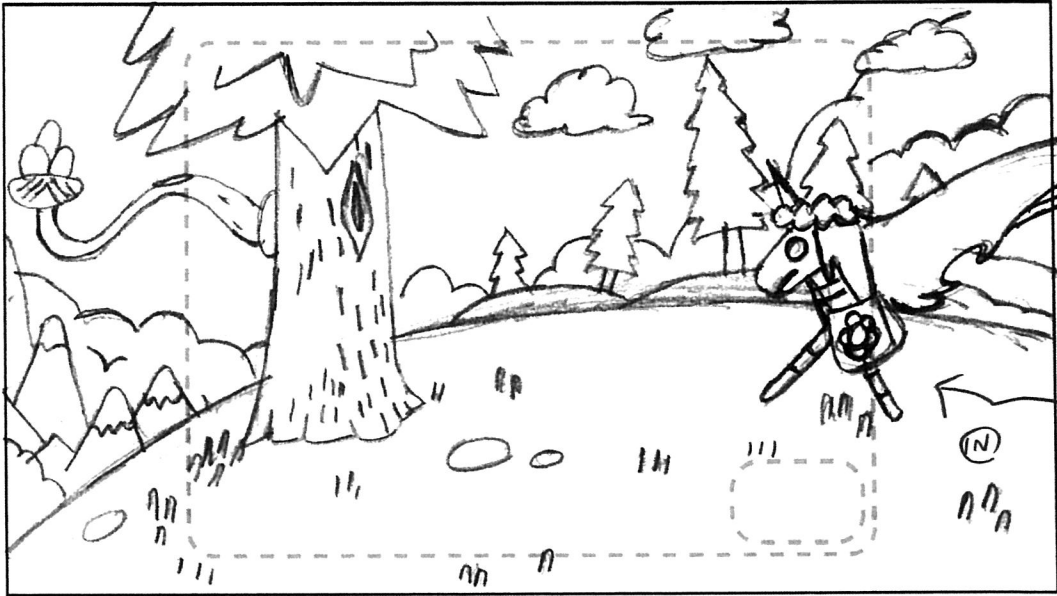


Sc. 169

Pnl. B

Bg.

day night



Dialog:	LR: (TO HERSELF) THE TREES ARE LOVELY HERE...
Action: The hill near the barn. Layout note: There is nothing carved on the tree. (This flashback is before LR met Jake).	
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



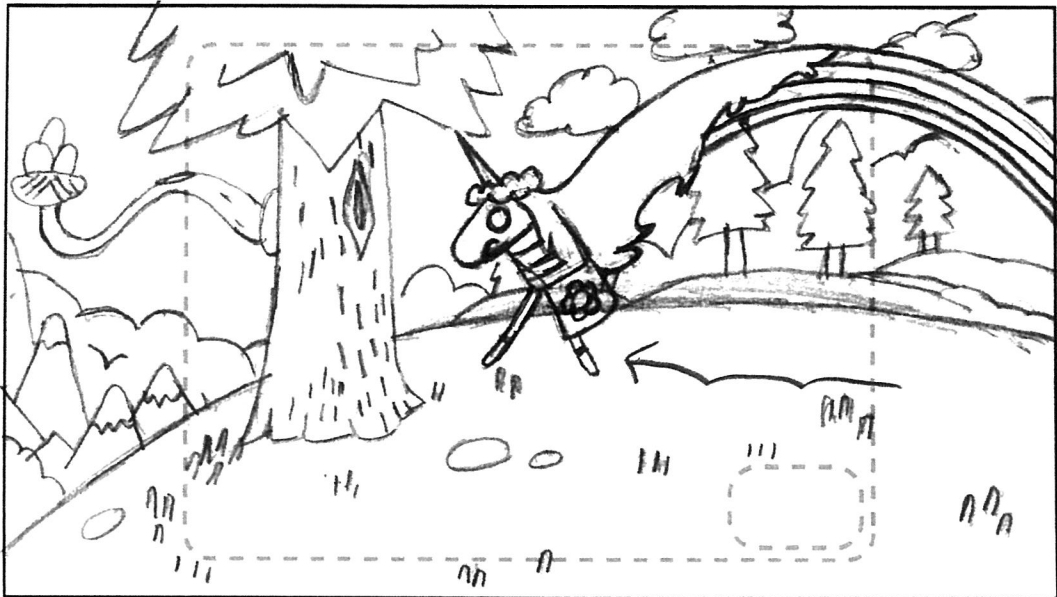
Page 349

Sc. 169

Pnl. C

Bg.

day night

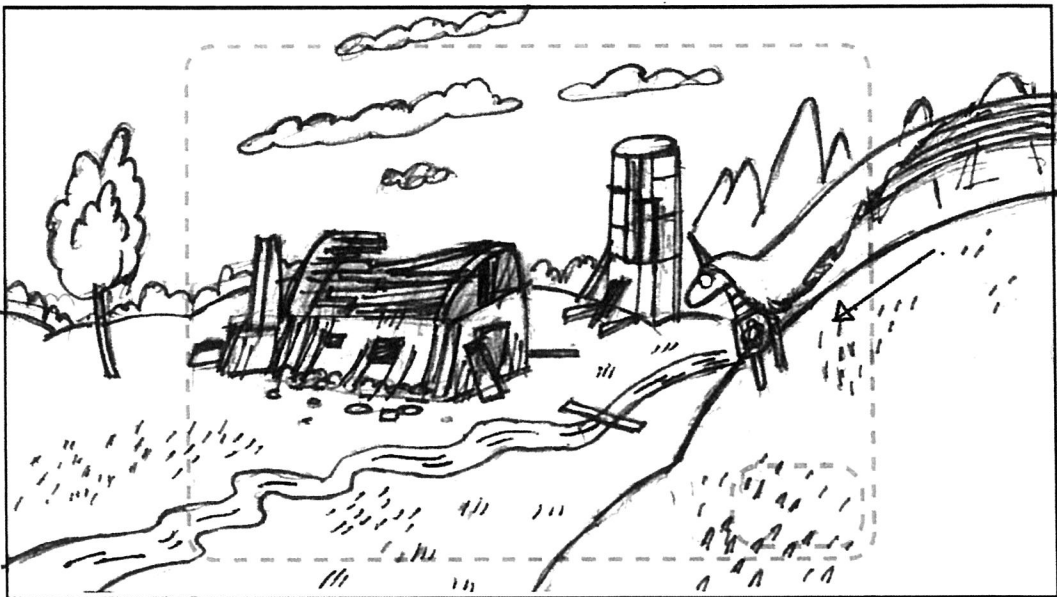


Sc. 170

Pnl. A

Bg.

day night



Dialog:

Action:

- LR walks though scene.

- LR settles into a pose looking at barn.
- The barn is old and needs fixing up.

Timing:



EPISODE # 1034-232

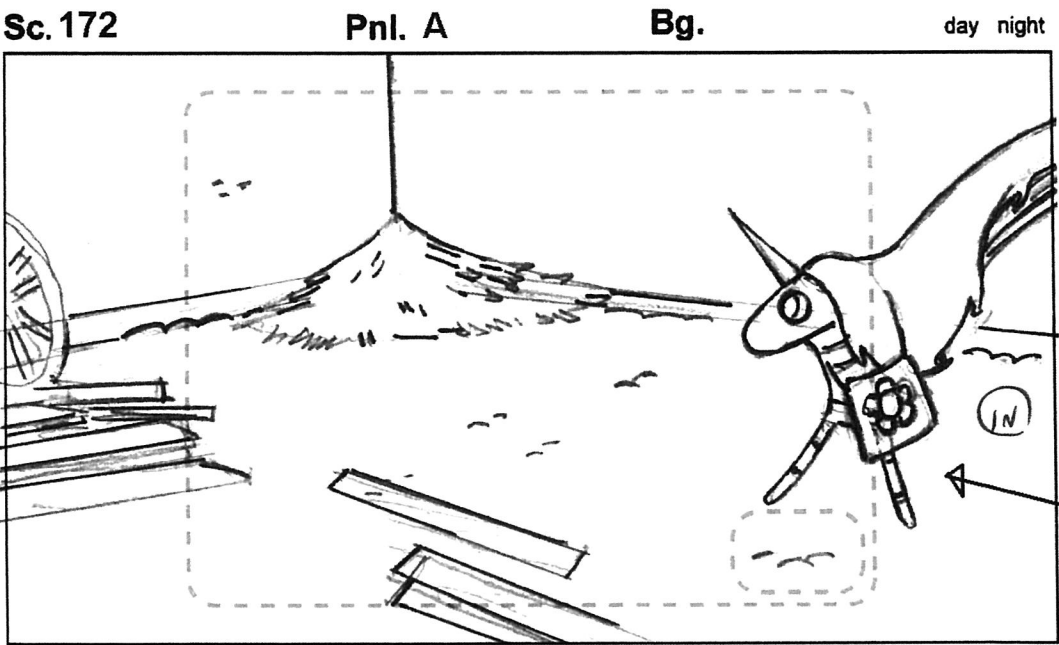
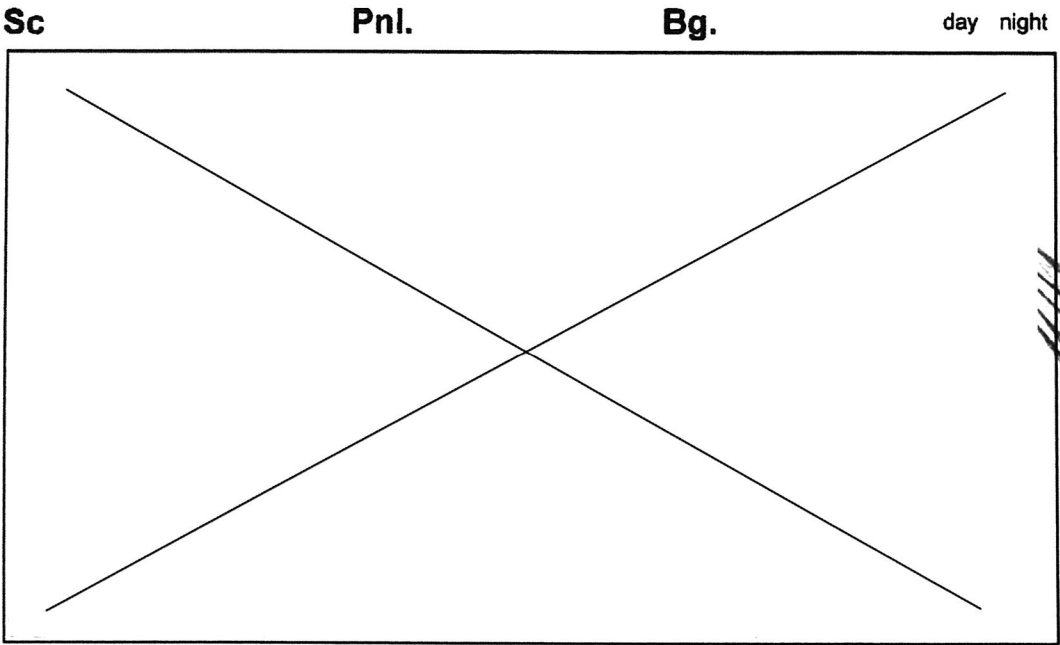
Production :

ADVENTURE TIME



Page 351

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Dialog:
Action: LR walks to the back of the barn where there is kind of a bed of hay.
Timing:

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Production :

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ADVENTURE TIME

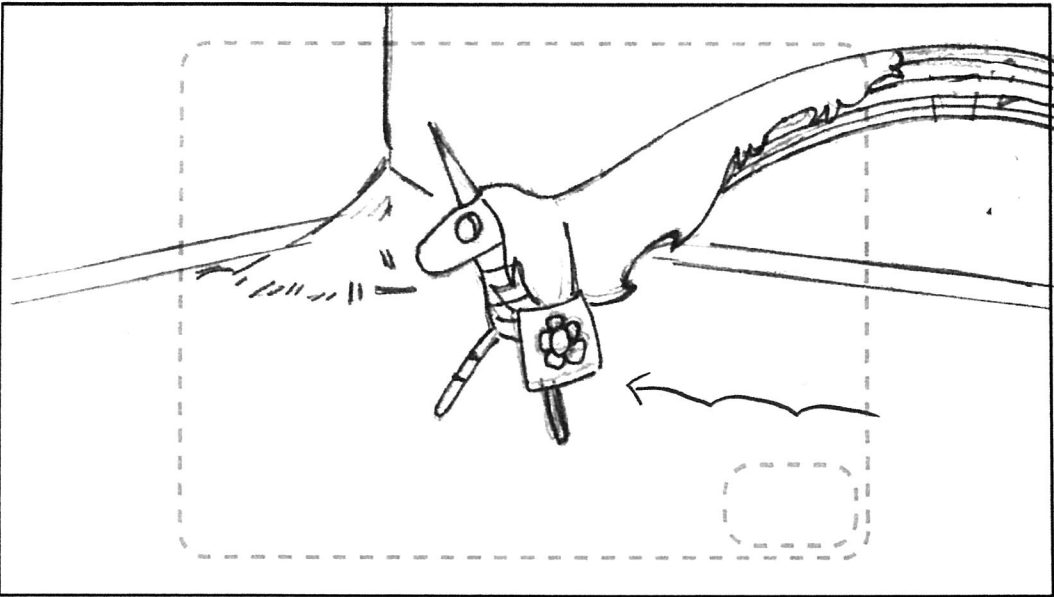


Sc. 172

Pnl. B

Bg.

day night

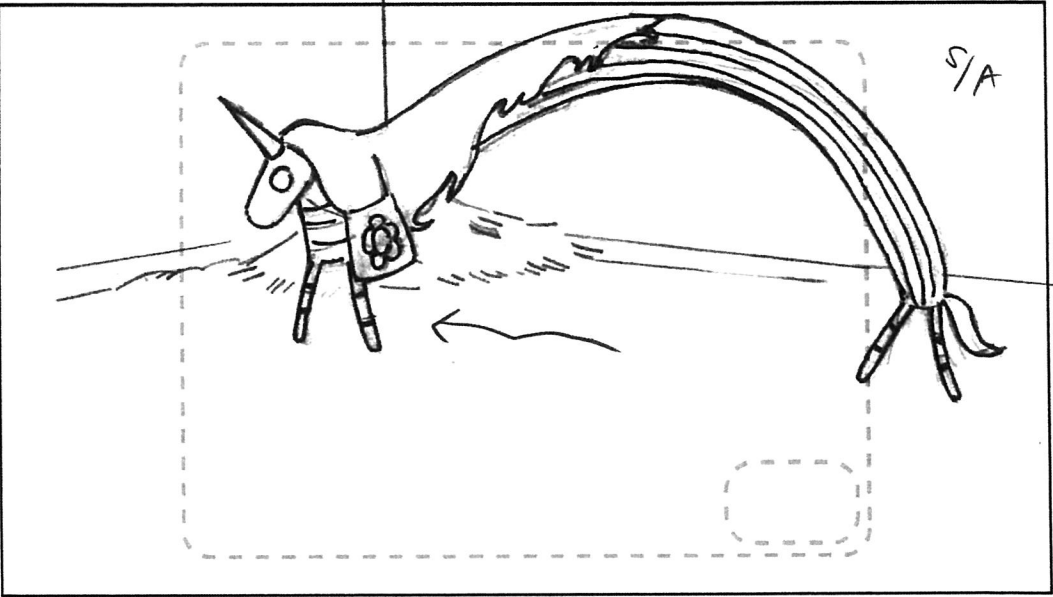


Sc. 172

Pnl. C

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

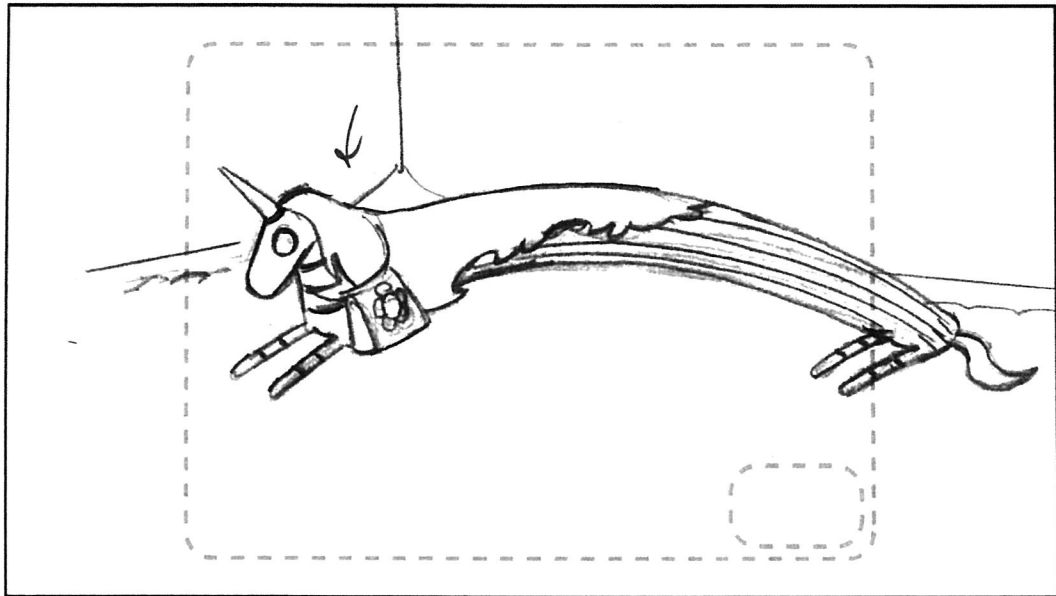


Sc. 172

Pnl. D

Bg.

day night

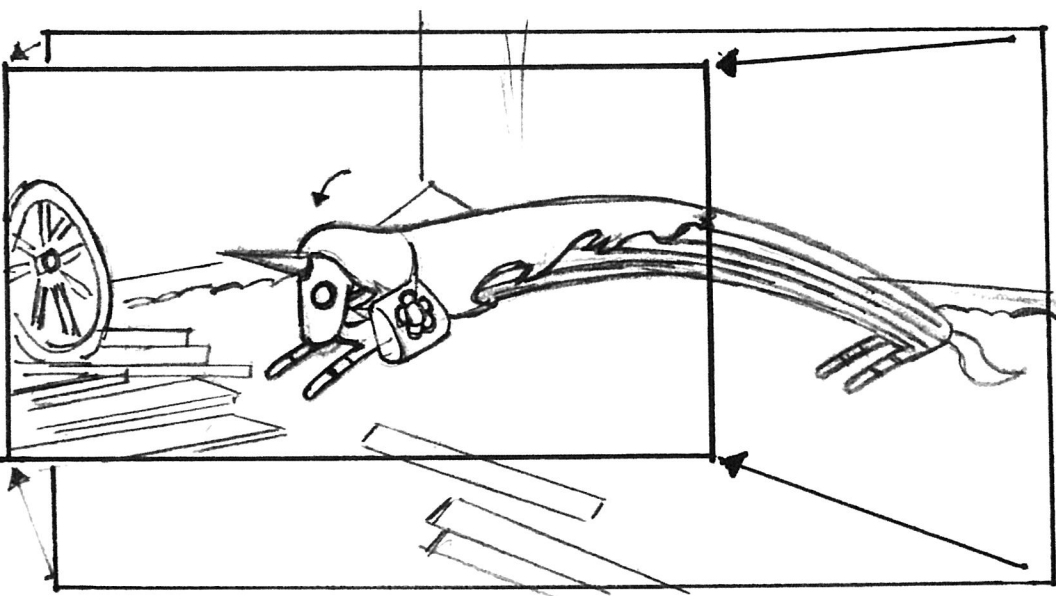


Sc. 172

Pnl. E

Bg.

day night



Dialog:	
Action:	LR sits down. T.I. on LR
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



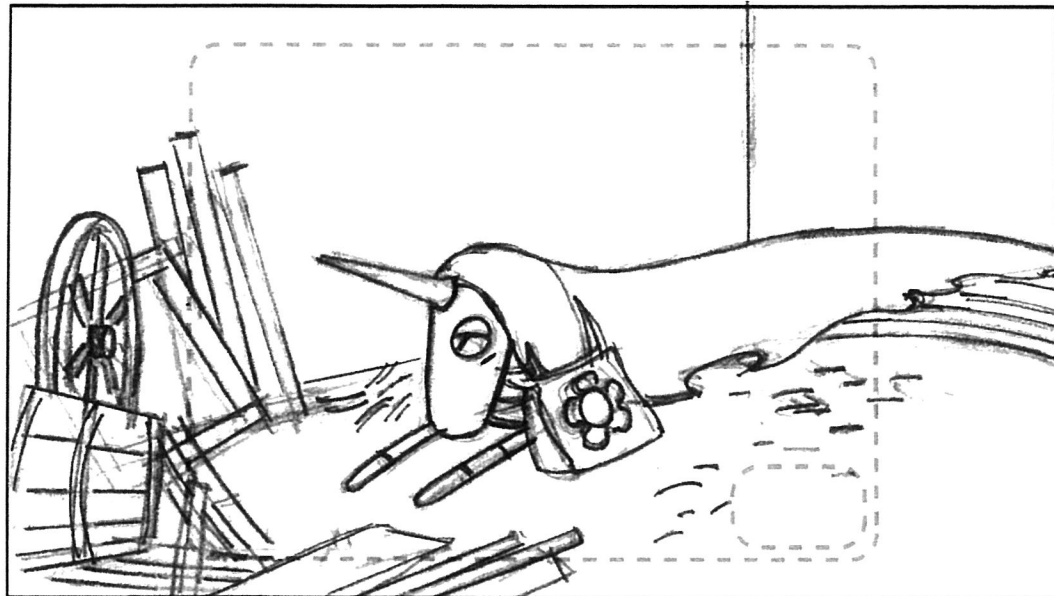
Page 354

Sc. 172

Pnl. F

Bg.

day night

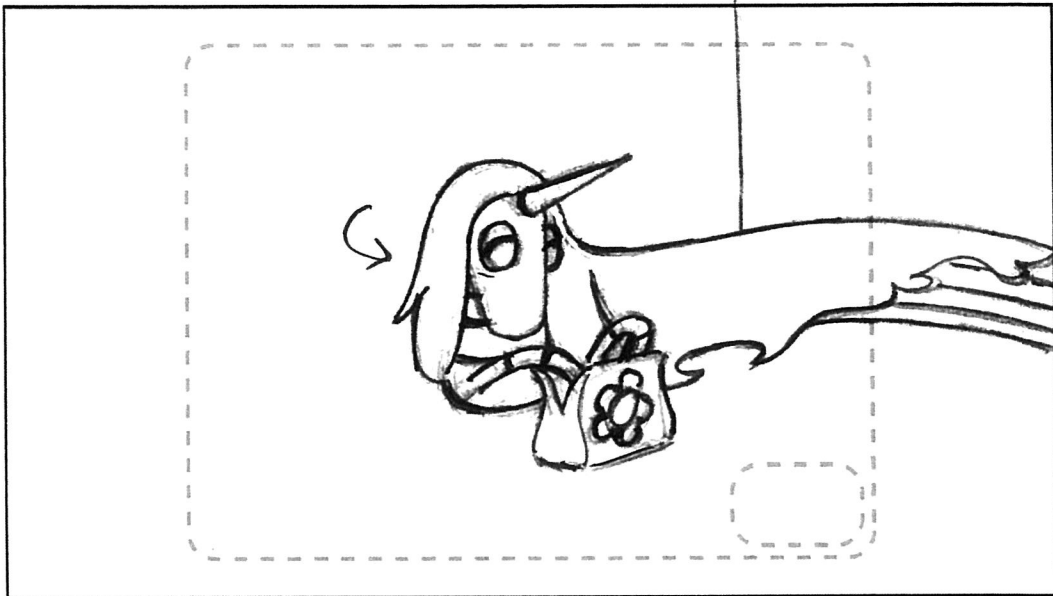


Sc. 172

Pnl. G

Bg.

day night



Dialog:	LR: [SIGH]
Action:	-LR LOOKS IN PURSE
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page **355**

Sc. 172

Pnl. H

Bg.

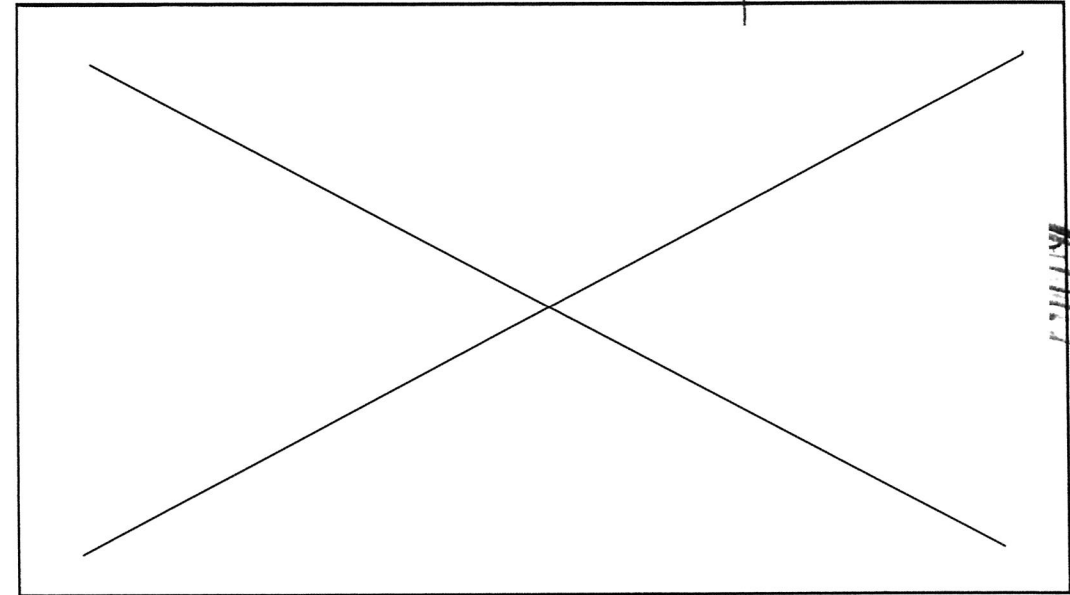
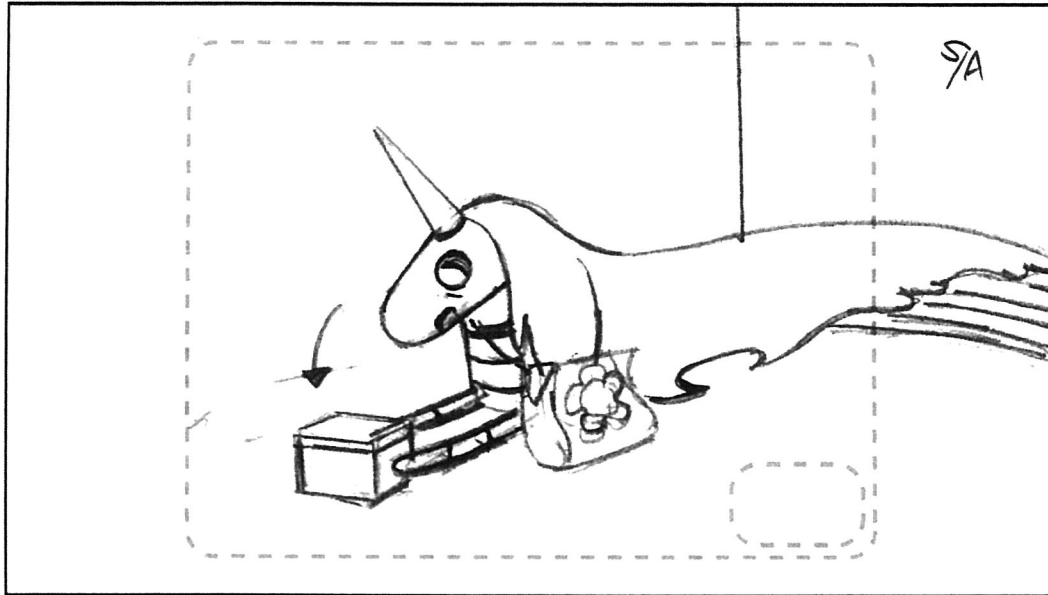
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 357

Sc.

Pnl.

Bg.

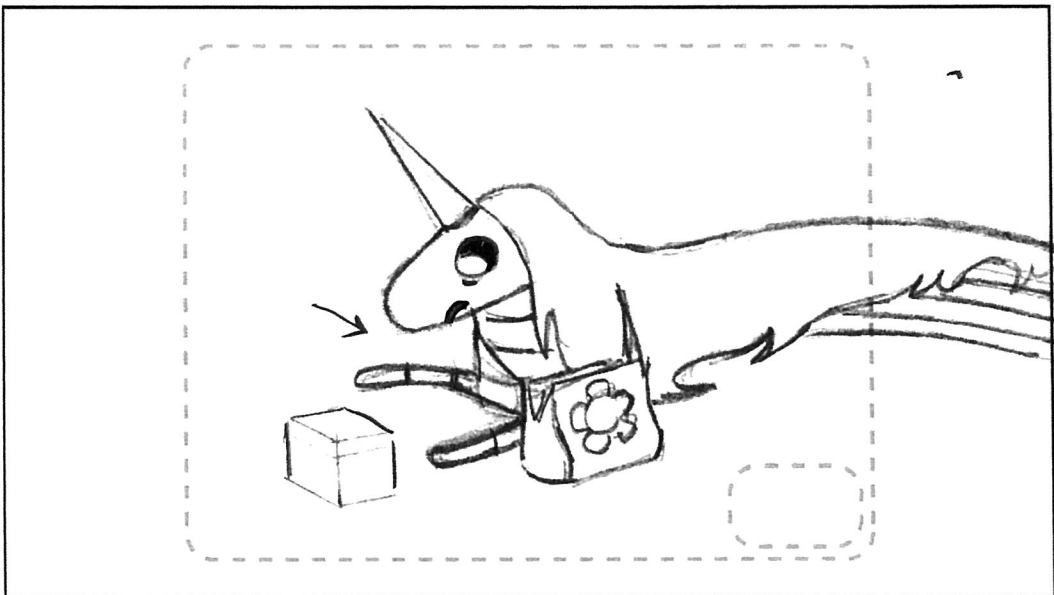
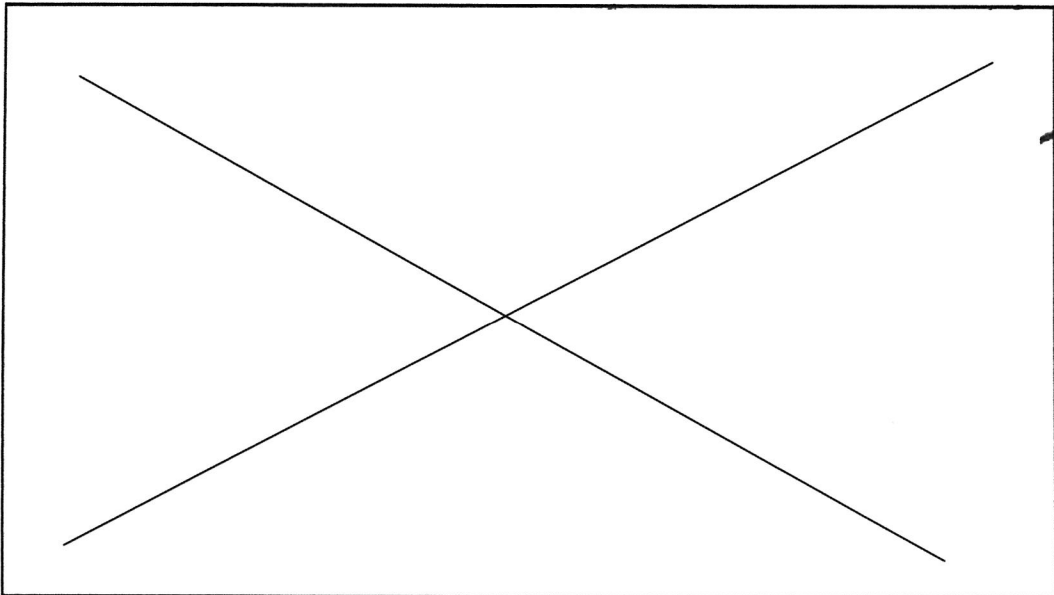
day night

Sc. 172

Pnl. I

Bg.

day night



Dialog:

LR: YOU HORRIBLE THING...

Action:

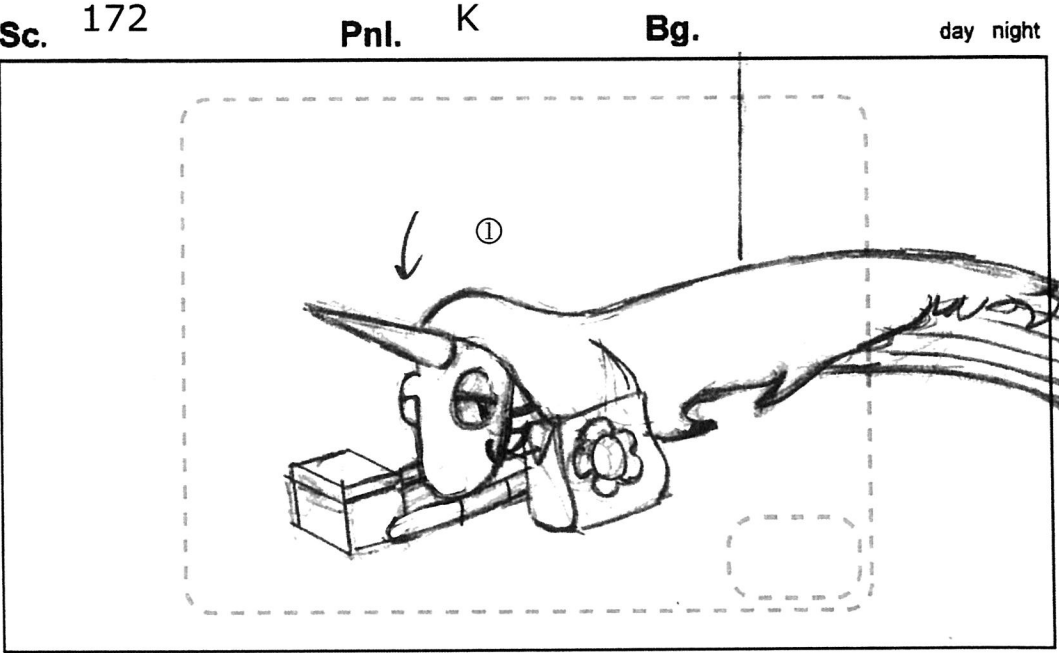
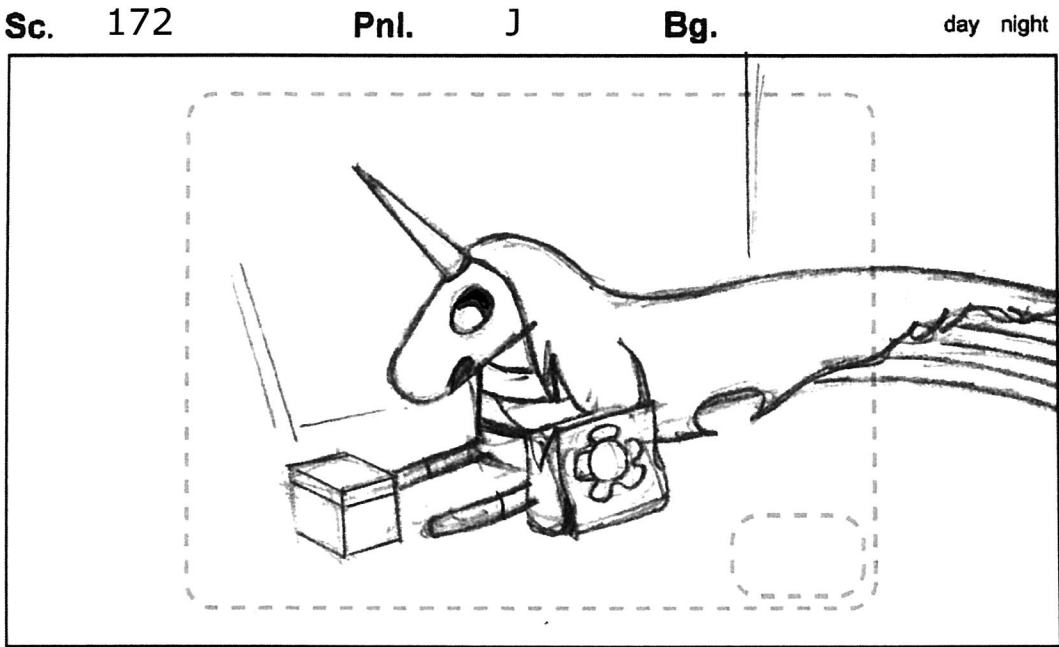
LR settles back.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Dialog:	<u>LR</u> : I'll keep you hidden . . .	<u>LR</u> : . . . for as long as I must ZZZZZ . . .
Action:	LR falls asleep.	
Timing:		

~~1934-232~~
~~DI~~

EPISODE #

Production :

ADVENTURE TIME



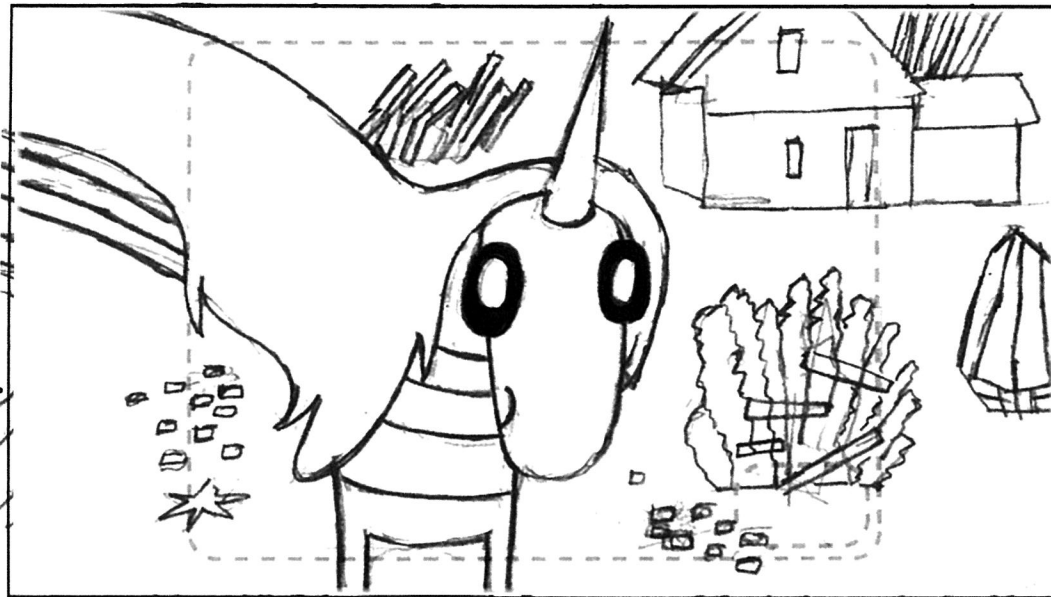
Page 359

Sc. 175

Pnl. A

Bg.

day night

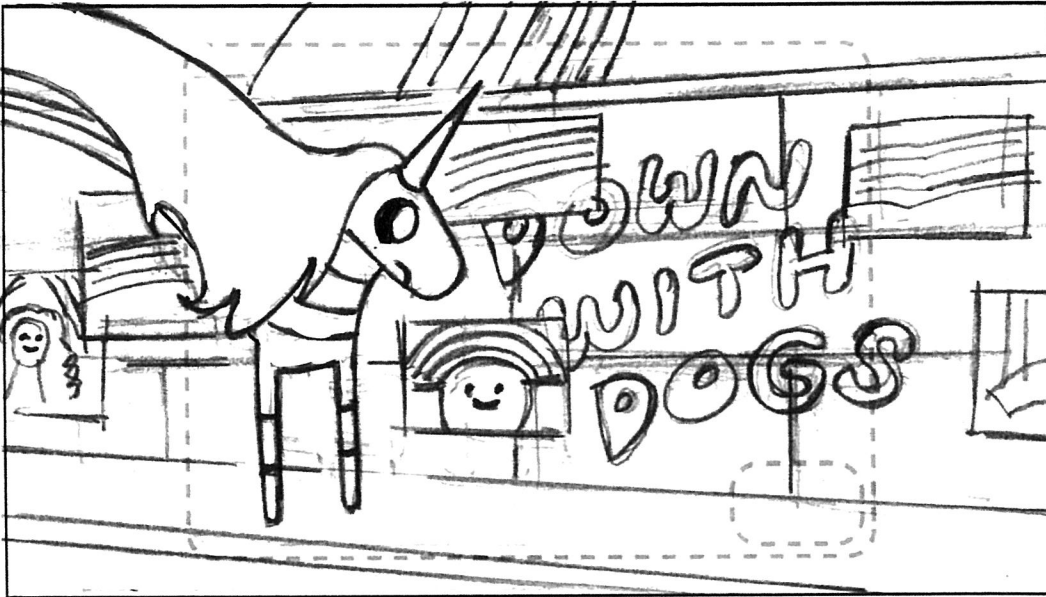


Sc. 176

Pnl. A

Bg.

day night



Dialog:		
Action:	Close on LR coming out of Flashback,	A view of LR looking at the wall with the old graffiti which has been postered over.
Timing:		

DISC.
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ADVENTURE TIME

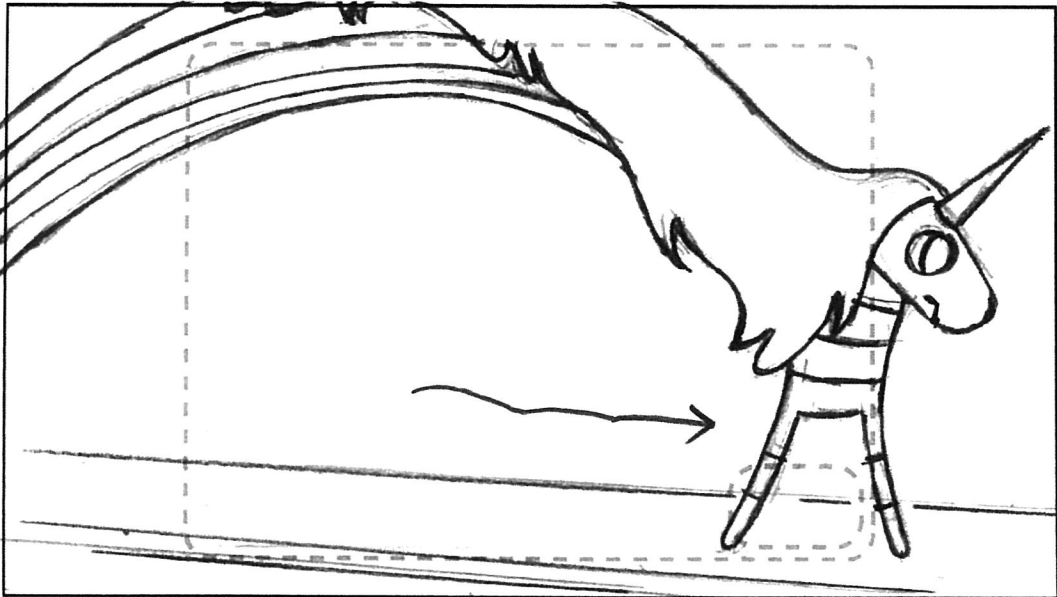


Sc. 176

Pnl. B

Bg.

day night

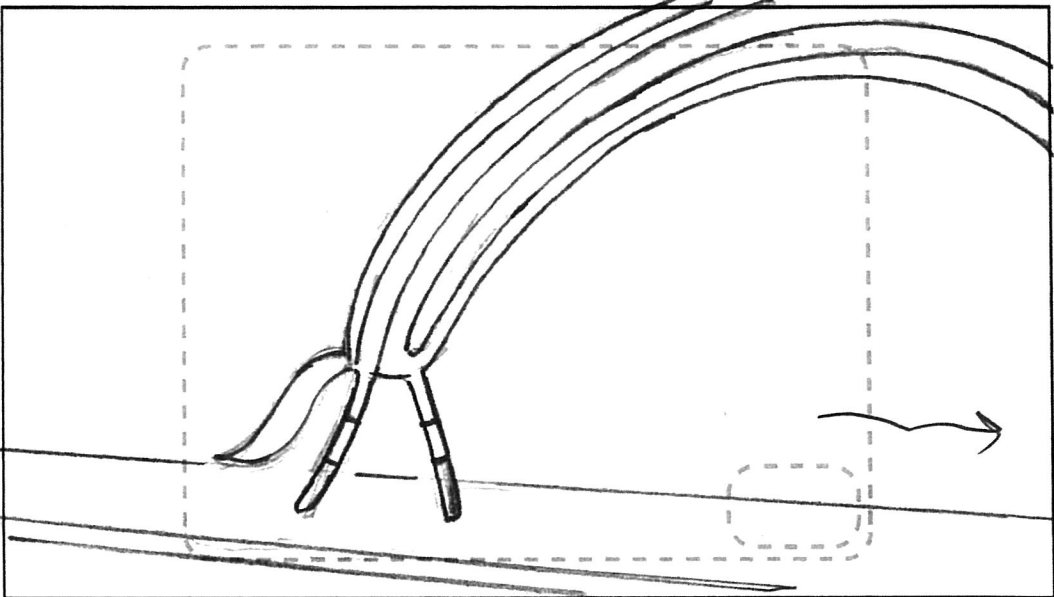


Sc. 176

Pnl. C

Bg.

day night



Dialog:	
Action:	LR walks on.
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME

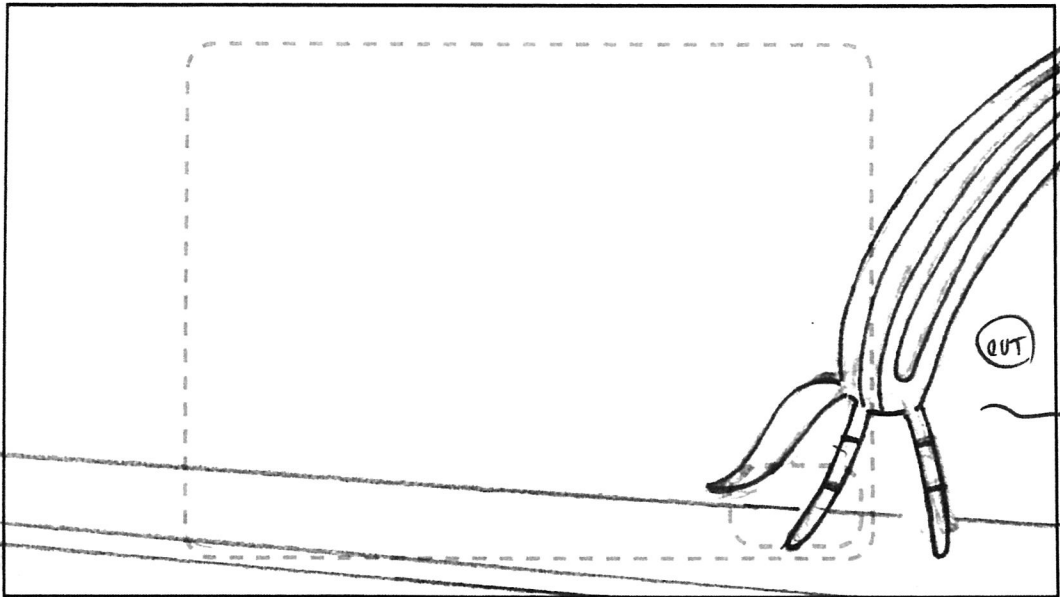


Sc. 176

Pnl. D

Bg.

day night

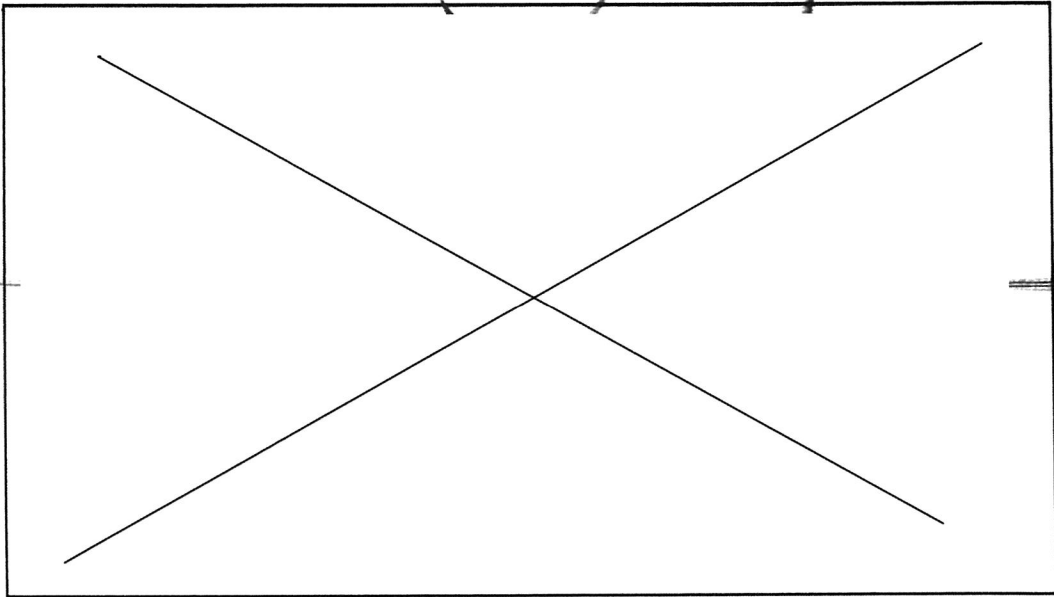


Sc.

Pnl.

Bg.

day night



Dialog:
Action: -LR WALKS OFF/S.
Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



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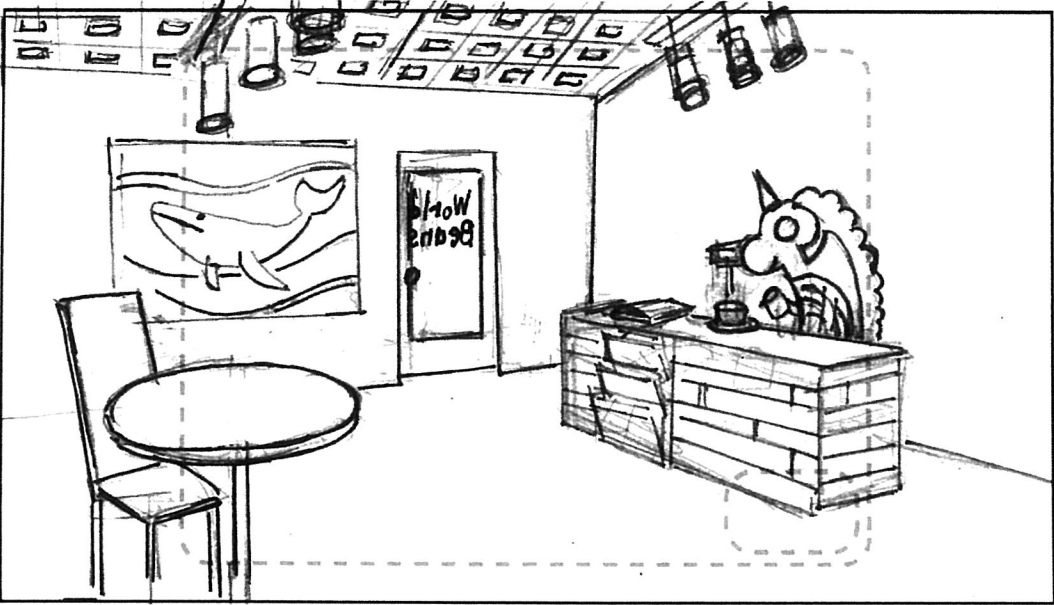
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Sc. 179

Pnl. A

Bg.

day night

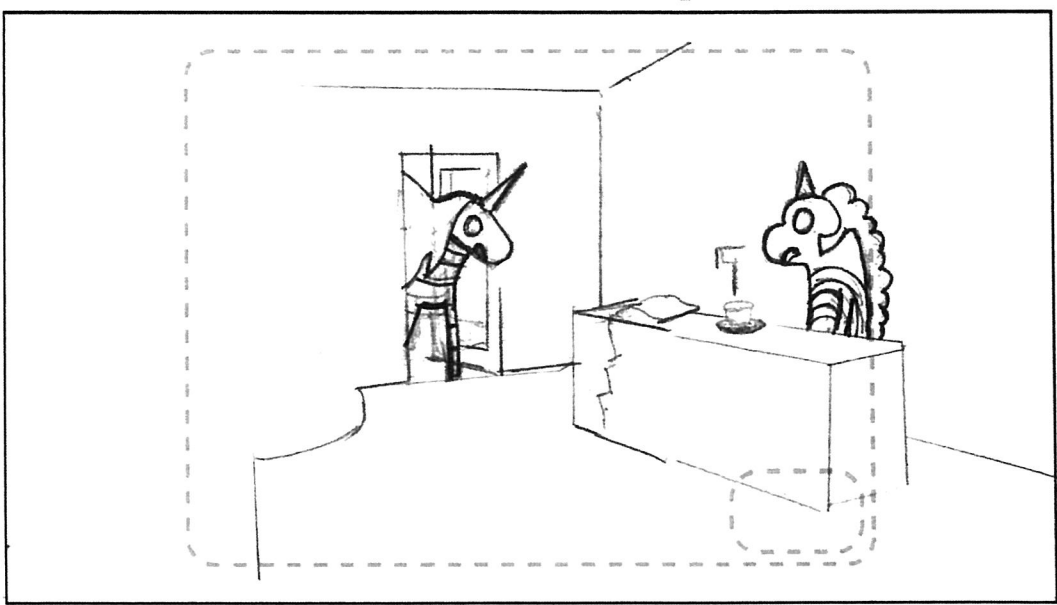


Sc. 179

Pnl. B

Bg.

day night



Dialog:	
	<u>LR:</u> Roy! <u>Roy:</u> LADY
Action: - Cut farther back to show more of the coffee house, including the front entrance.	
- LR walks in.	
Timing:	

EPISODE # 1034-232

Production :

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ADVENTURE TIME

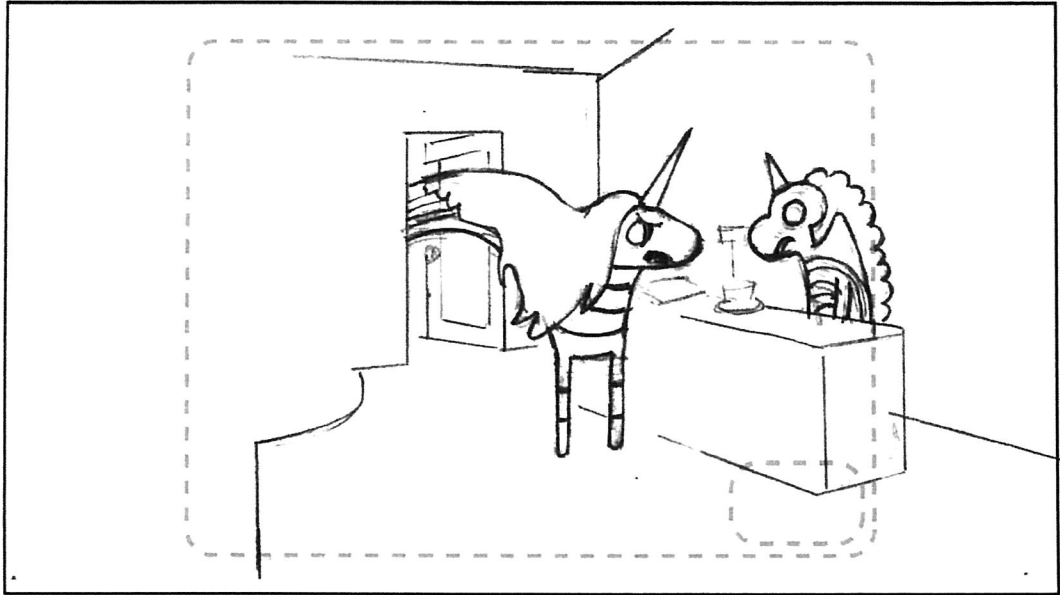


Sc. 179

Pnl. C

Bg.

day night

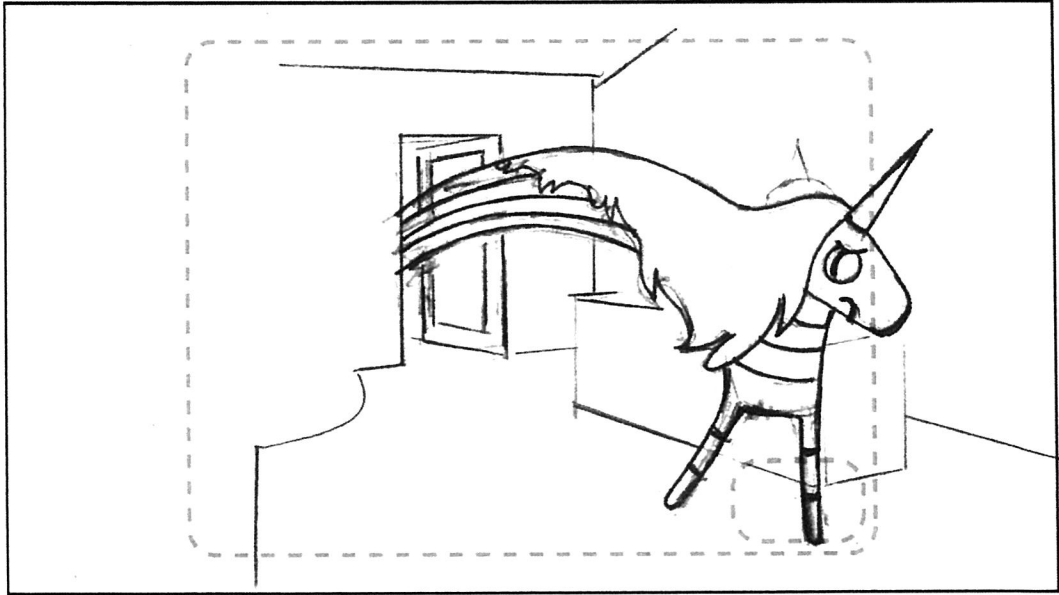


Sc. 179

Pnl. D

Bg.

day night



Dialog:	<div><div><u>LR:</u> Is Lee here?</div><div><u>Roy:</u> No, Lee - - -</div></div> <div><div><u>Roy:</u> - - - hasn't been here for - - -</div></div>
Action:	<div>- LR WALKS PAST ROY.</div>
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



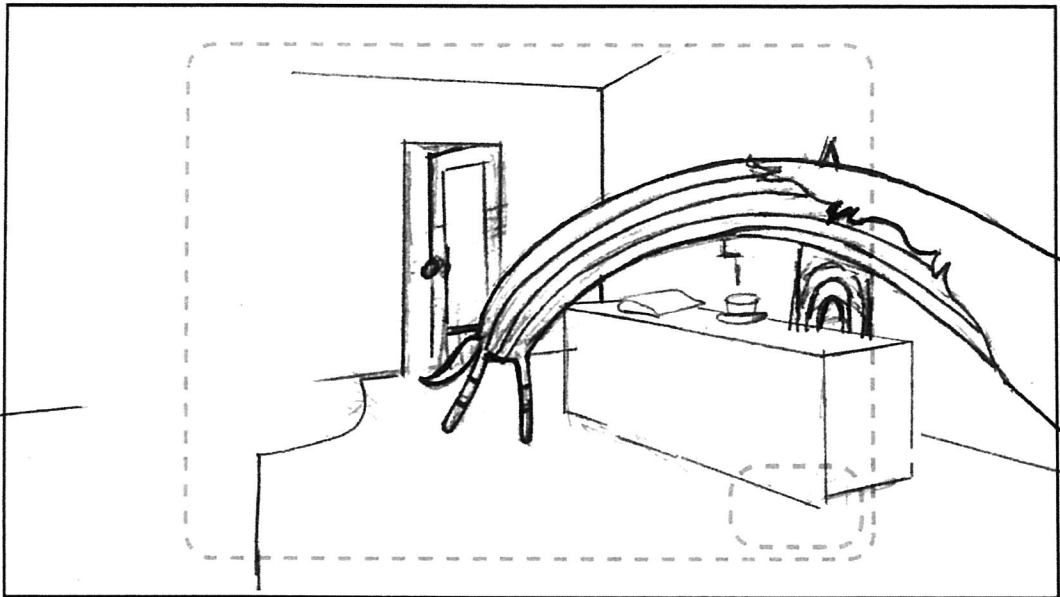
Page 366

Sc. 179

Pnl. E

Bg.

day night

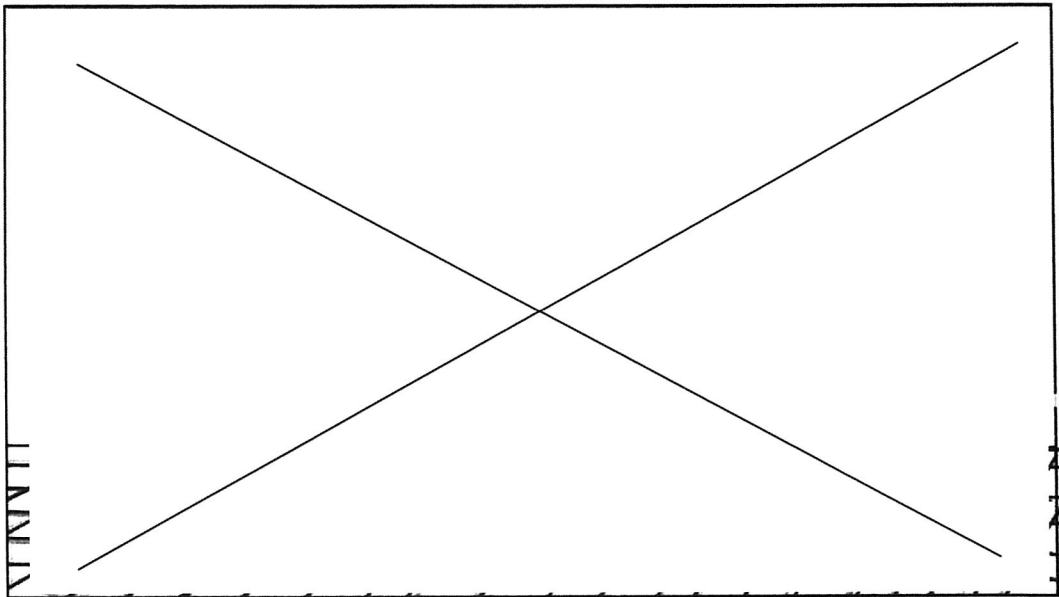


Sc.

Pnl.

Bg.

day night



Dialog:

Roy: Hey --

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

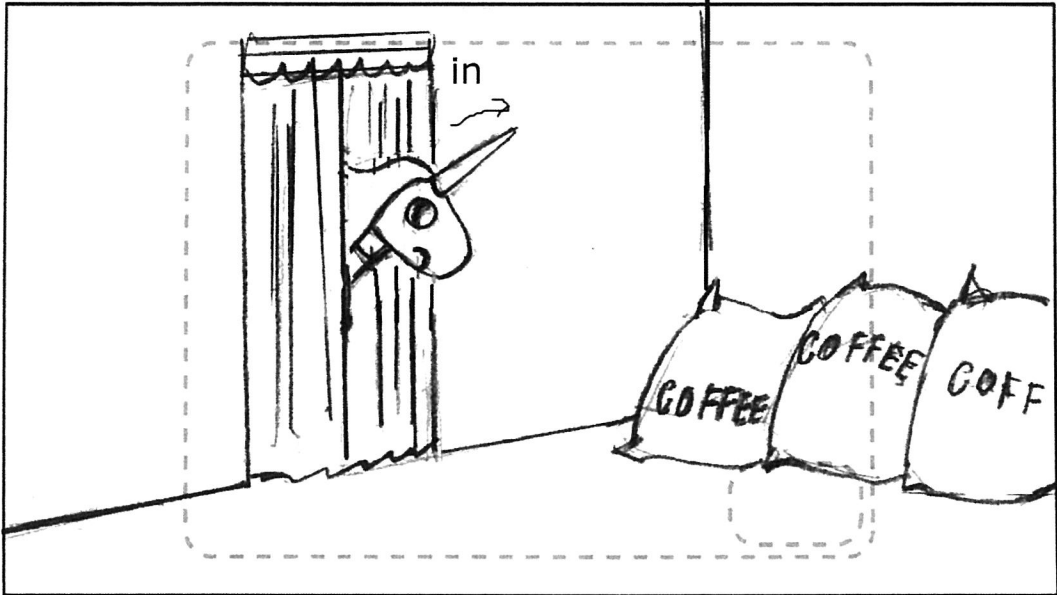


Sc. 181

Pnl. A

Bg.

day night

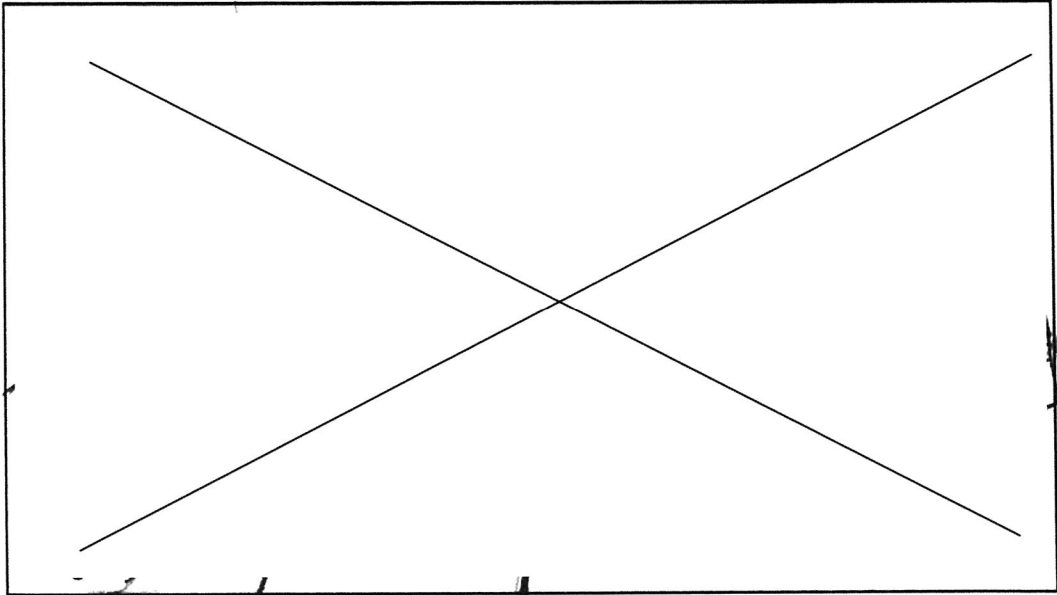


Sc.

Pnl.

Bg.

day night



Dialog:	Roy: don't go back there
Action:	Inside the storage room. LR looks, and sees only bags of coffee.
Timing:	

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EPISODE # 1034-232

Production :

ADVENTURE TIME



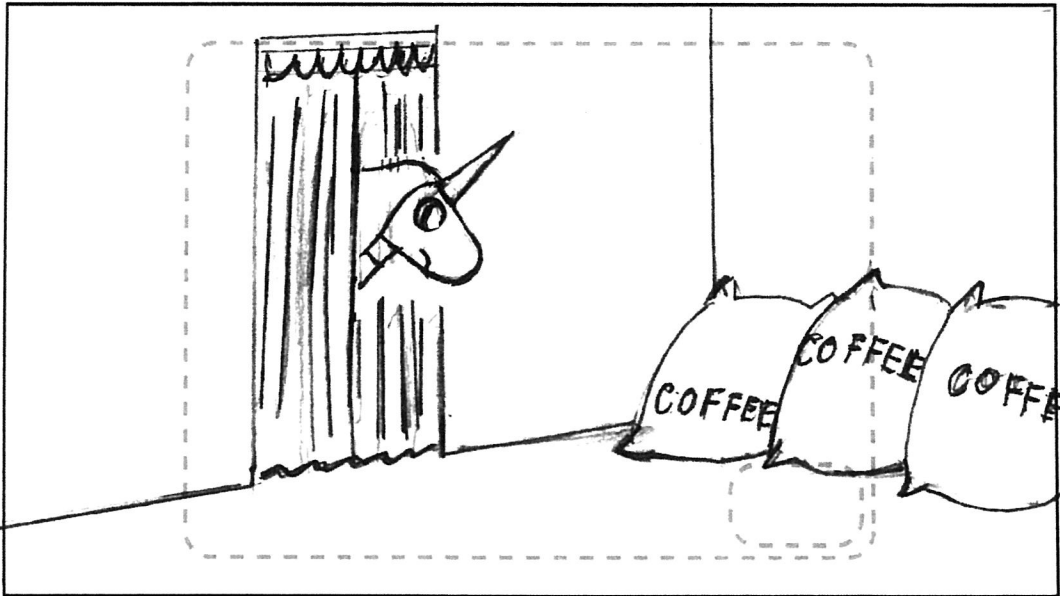
Page 369

Sc. 181

Pnl. B

Bg.

day night

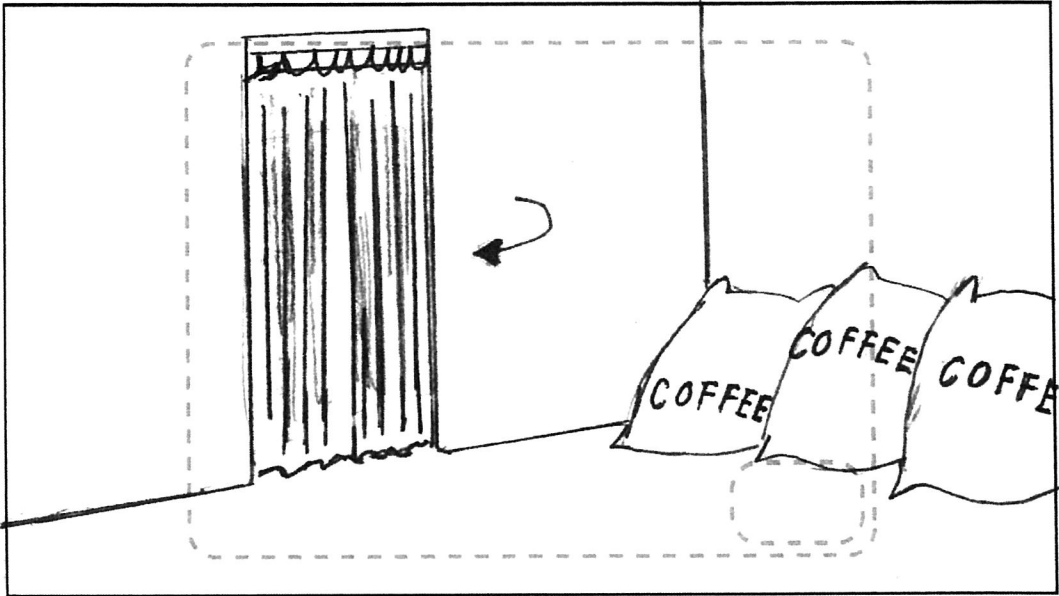


Sc. 181

Pnl. C

Bg.

day night



Dialog:

LR: Aha! oh

Action:

Cut back to LR in the doorway.

LR exits.

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



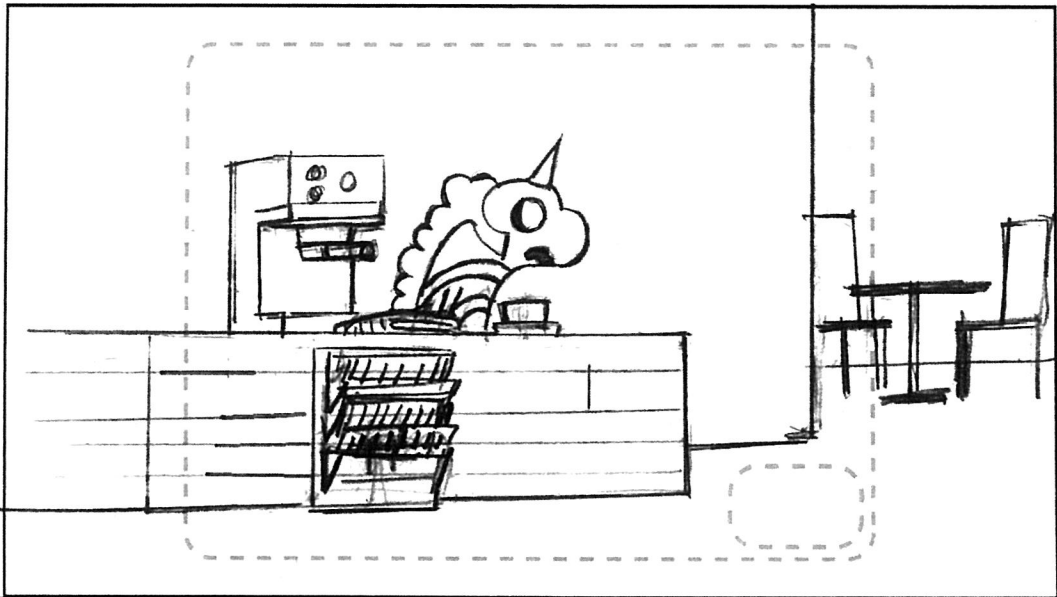
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Sc. 184

Pnl. A

Bg.

day night

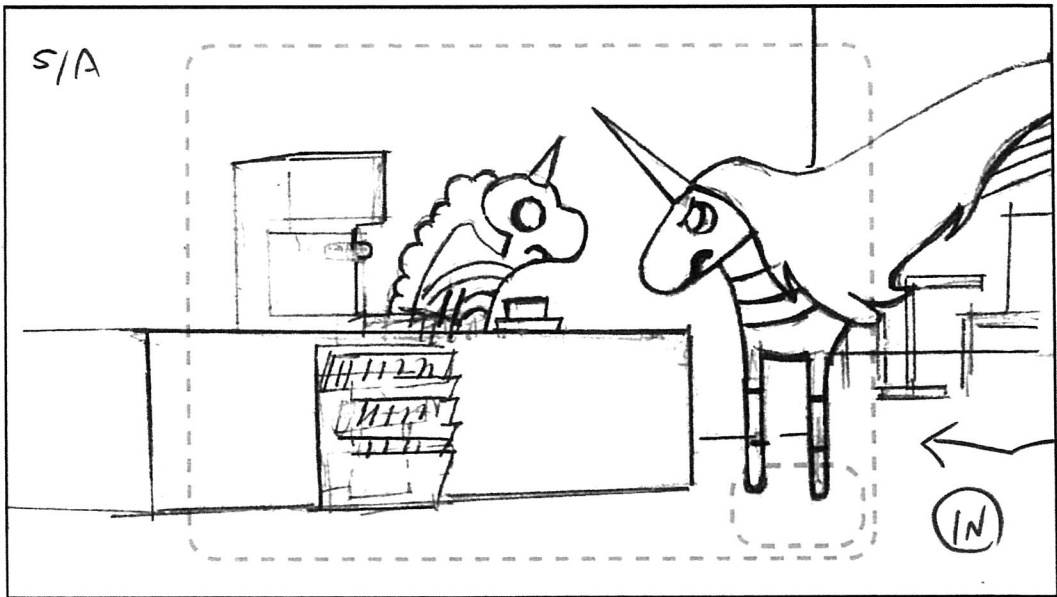


Sc. 184

Pnl. B

Bg.

day night



Dialog:

Roy: It's just coffee. I work here now.

LR: Where is he hanging out?

Action:

On Roy at the counter.

LR enters, determined.

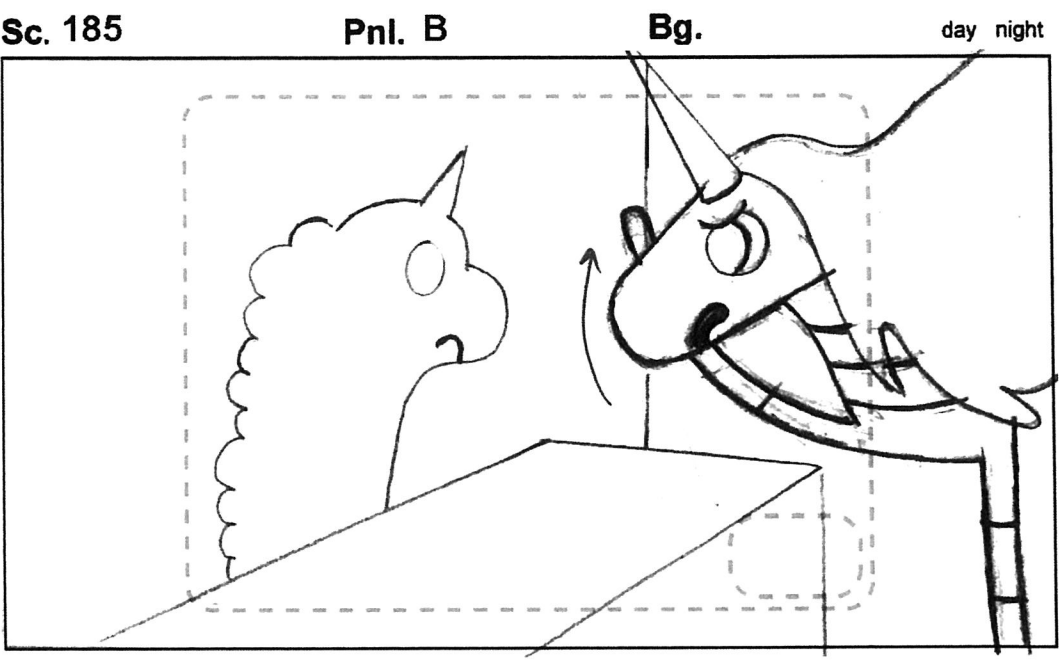
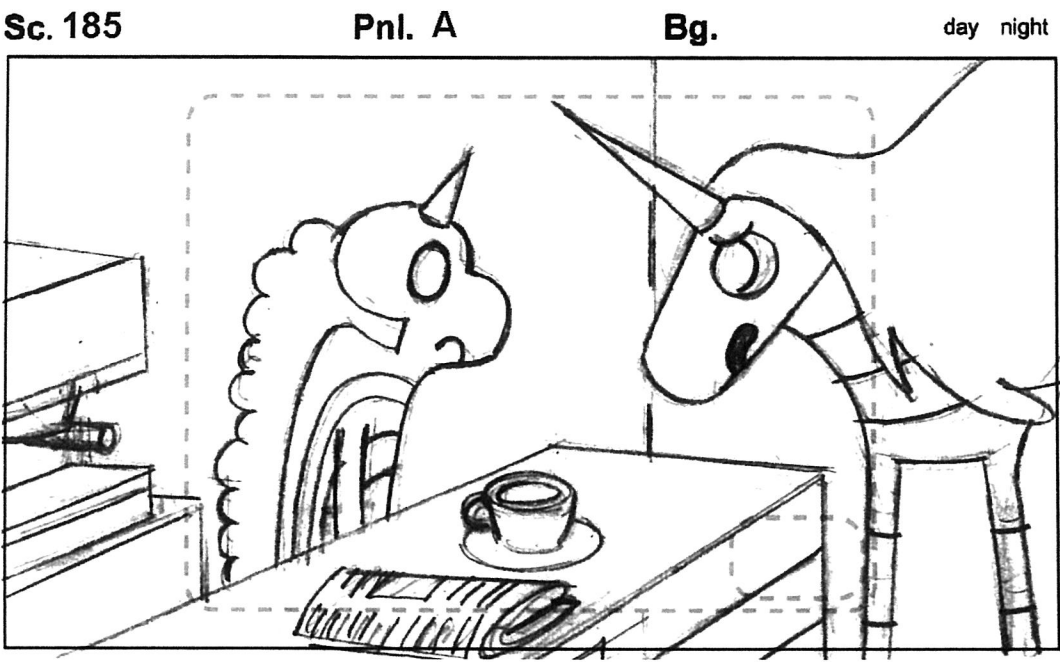
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Dialog:	<p><u>LR</u>: This is important, I have to know where he is - - -</p>
Action:	<p>(Antic.)</p>
Timing:	

EPISODE # 1034-232
Production :

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ADVENTURE TIME

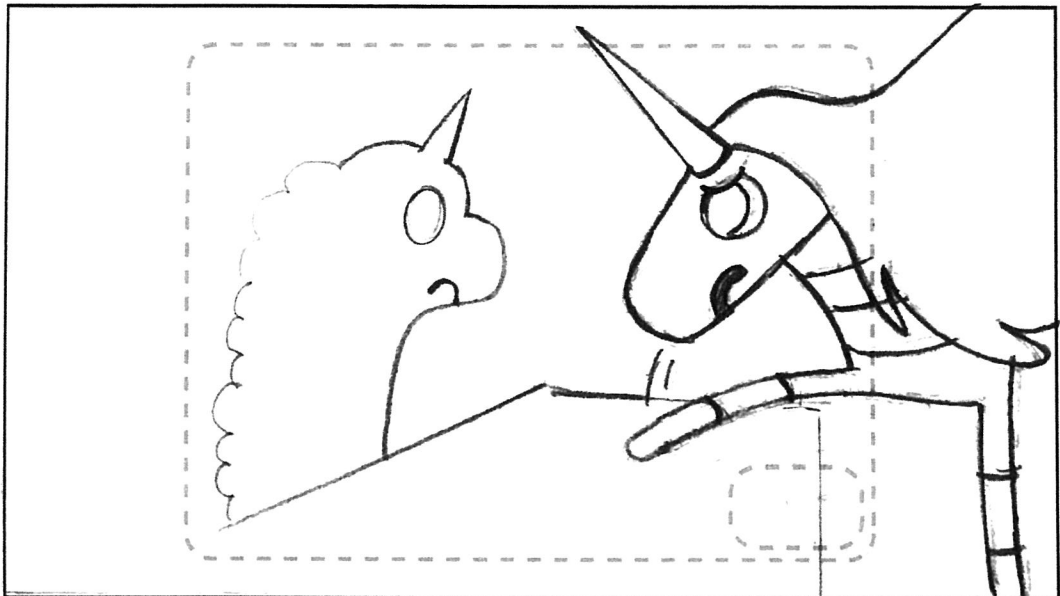


Sc. 185

Pnl. C

Bg.

day night

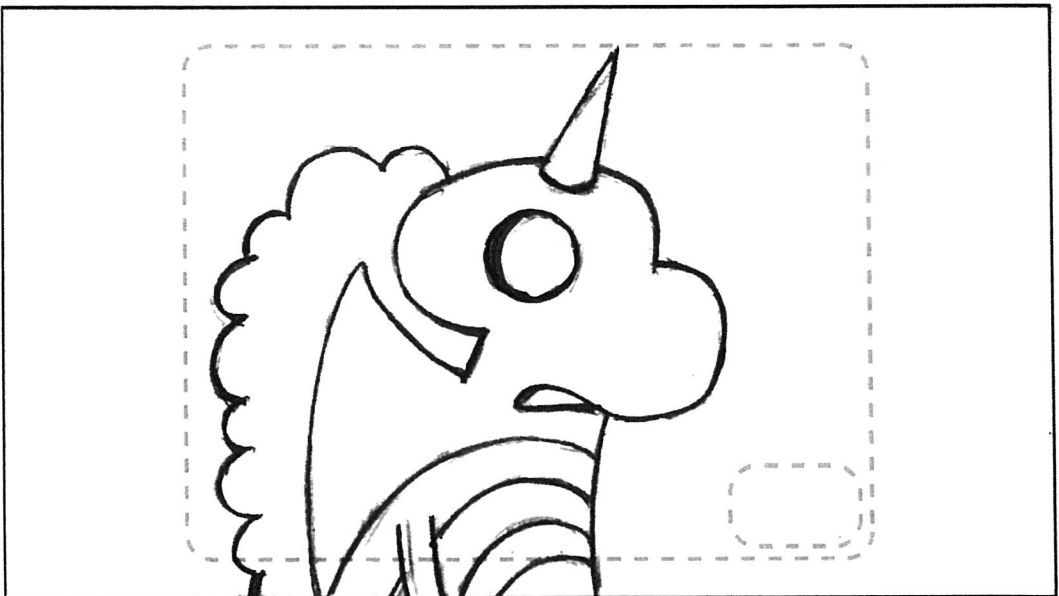


Sc. 186

Pnl. A

Bg.

day night



Dialog:	<u>LR:</u> - - - right away!	<u>Roy:</u> Hey I, naw, I don't keep in touch, All right?
Action:		
Timing:		

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Sc. 186

Pnl. B

Bg.

day night

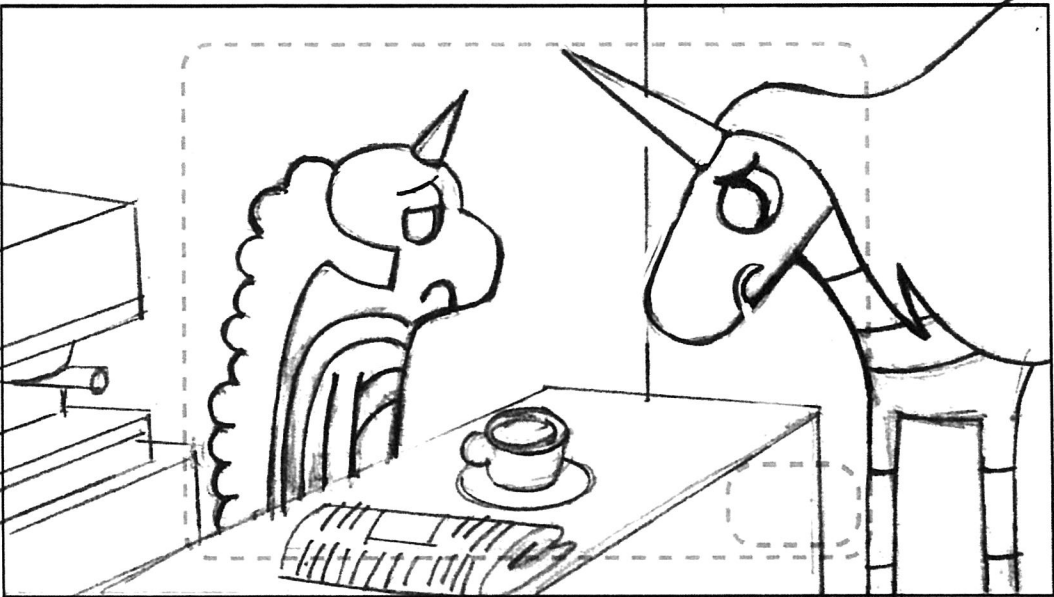


Sc. 187

Pnl. A

Bg.

day night



Dialog:

Lee: I just want to make a good coffee . . .
. . . a real
quality coffee - - -

LR: QUALITY . . .

Action:

(start pose)

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

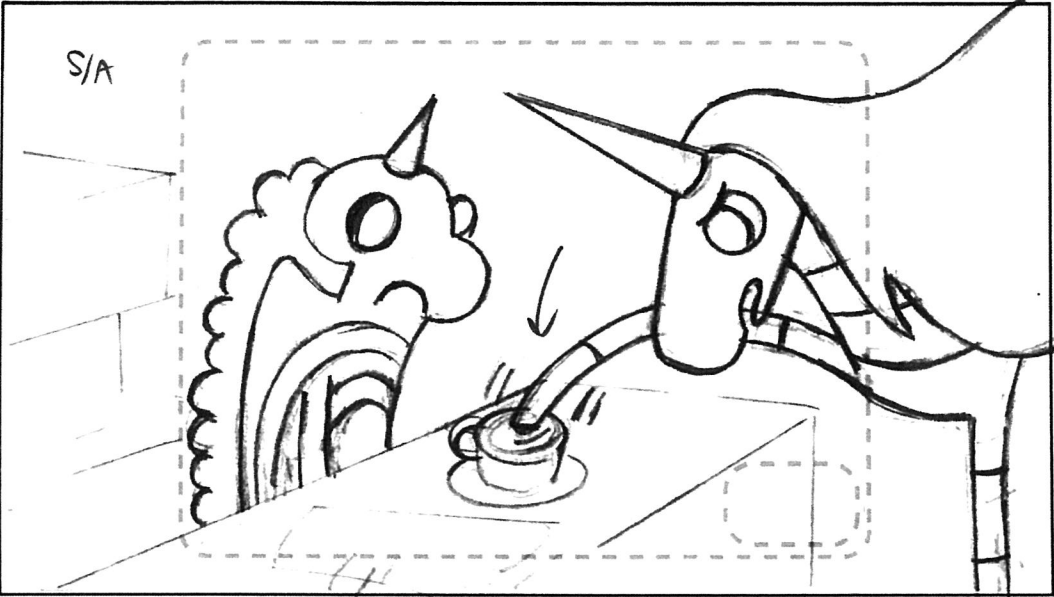


Sc.187

Pnl. B

Bg.

day night

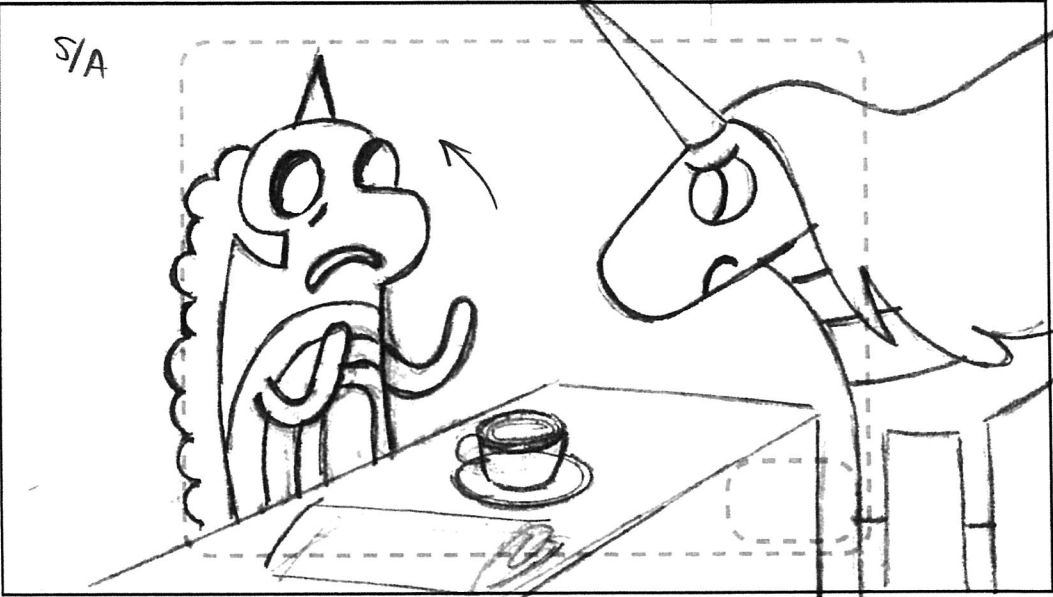


Sc. 187

Pnl. C

Bg.

day night



Dialog:

LR: Like this?

SFX: * SPLSH *

Roy: No ! ! ! My Latte!

LR: TALK!

Action:

-LR QUICKLY SWIRLS AROUND FoAM

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Sc. 187	Pnl. D	Bg.	day night	Sc.	Pnl.	Bg.	day night

Dialog: <u>Roy</u> : I don't know
Action:
Timing:

EPISODE # 1034-232
Production :

ADVENTURE TIME



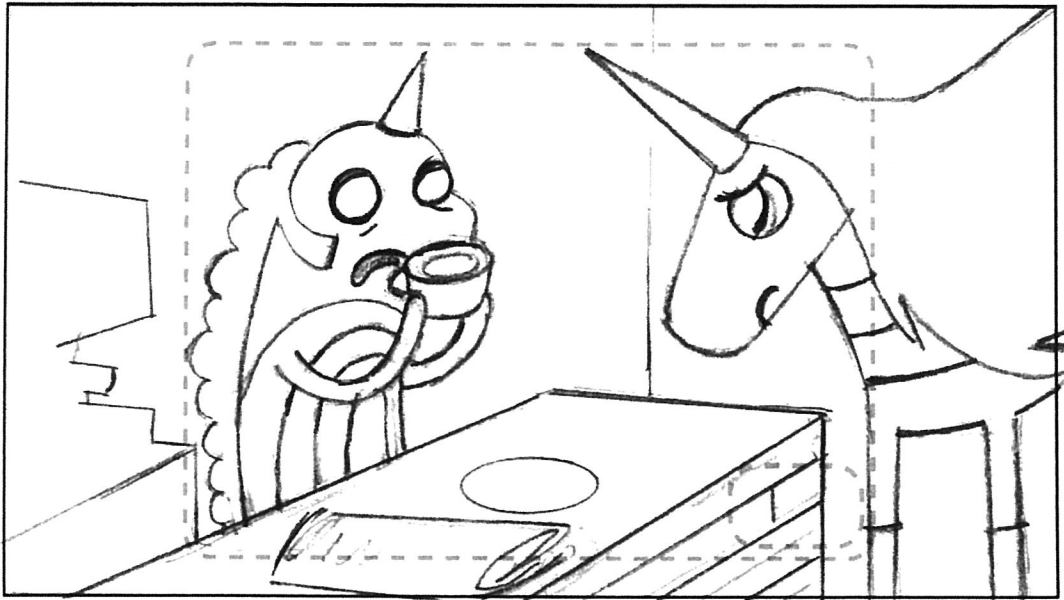
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Sc. 187

Pnl. E

Bg.

day night

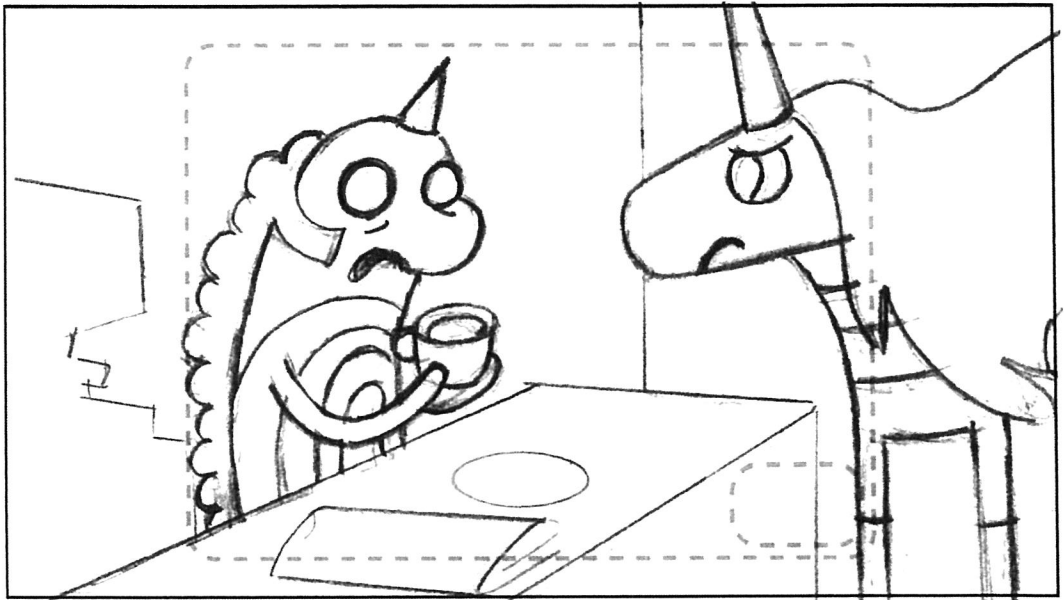


Sc. 187

Pnl. F

Bg.

day night



Dialog:

Roy: I'm not into you know

Roy: I have my own business, quality
coffee --

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

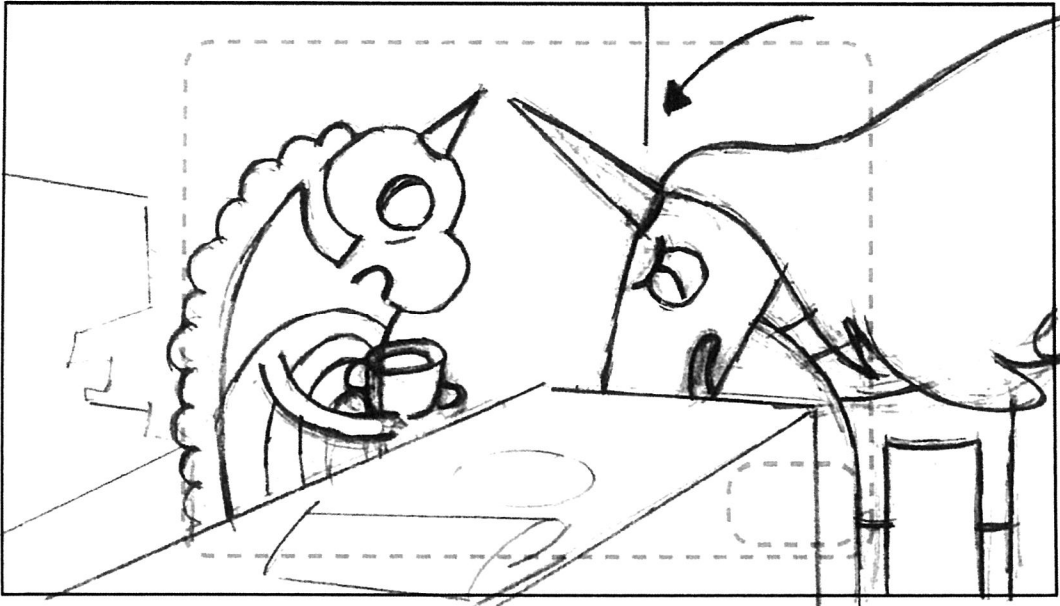


Sc. 187

Pnl. G

Bg.

day night

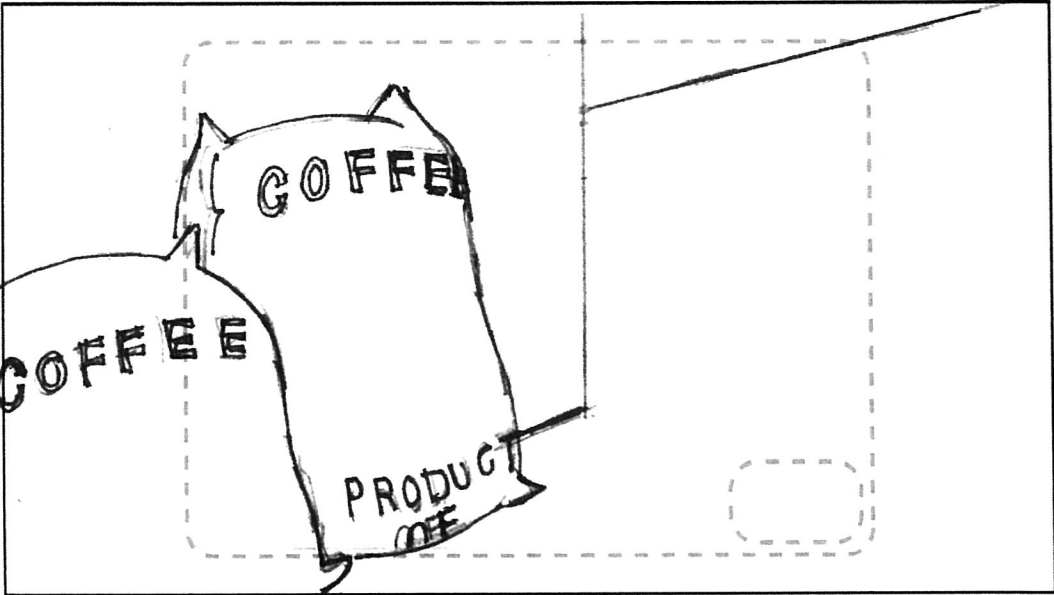


Sc. 190

Pnl. A

Bg.

day night



Dialog:

Action:

-LR LEANS

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

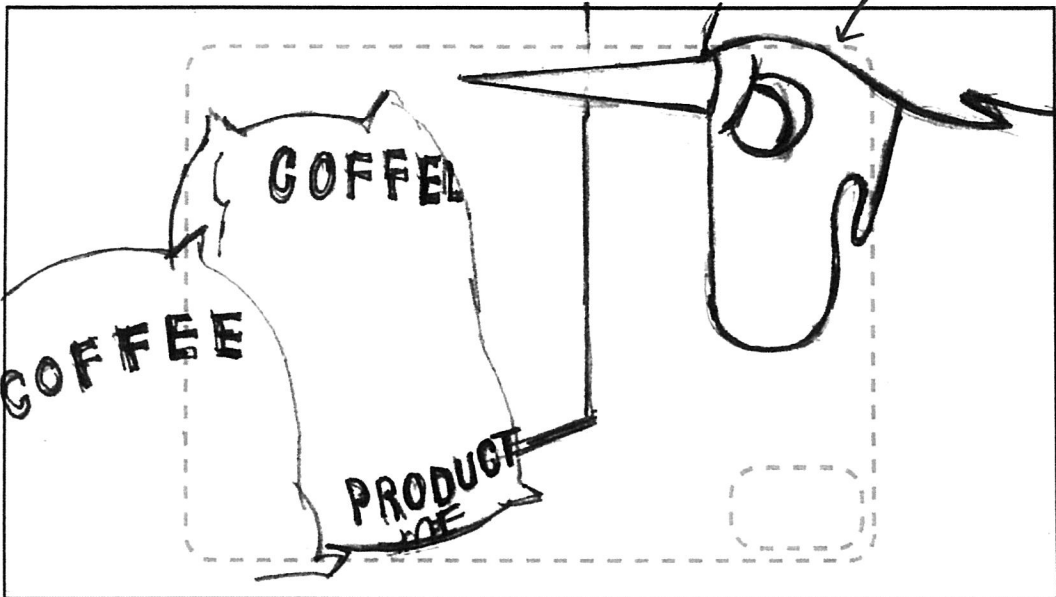


Sc. 190

Pnl. B

Bg.

day night

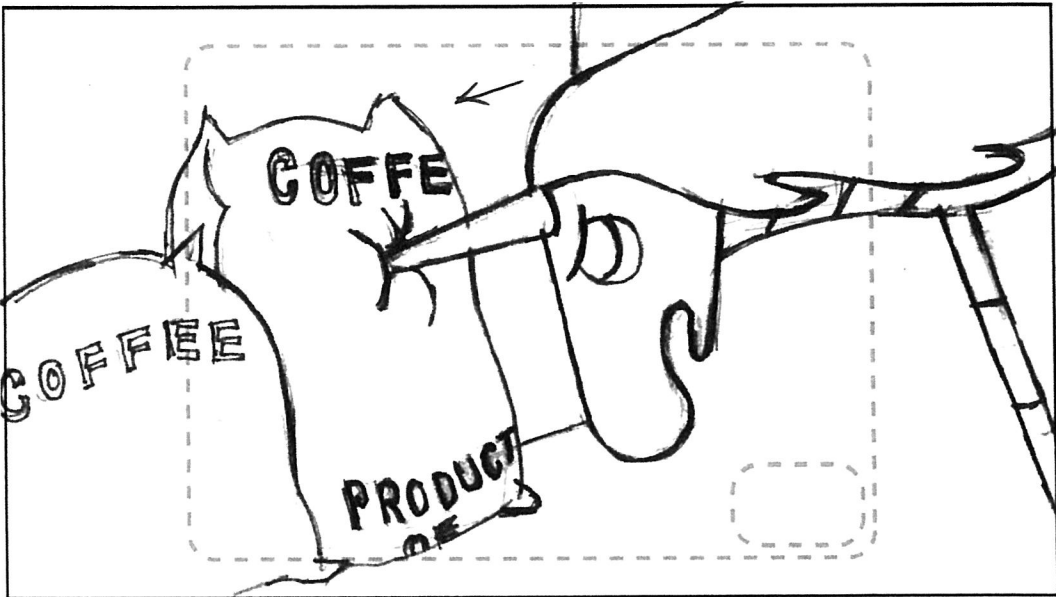


Sc. 190

Pnl. C

Bg.

day night



Dialog:

LR: -- YOU MEAN --

LR: -- this coffee?

Roy (O.S.): Owwww! That's my KonŌ!

Action:

-LR LEANS ON/S.

- LR

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Sc. 191

Pnl. A

Bg.

day night

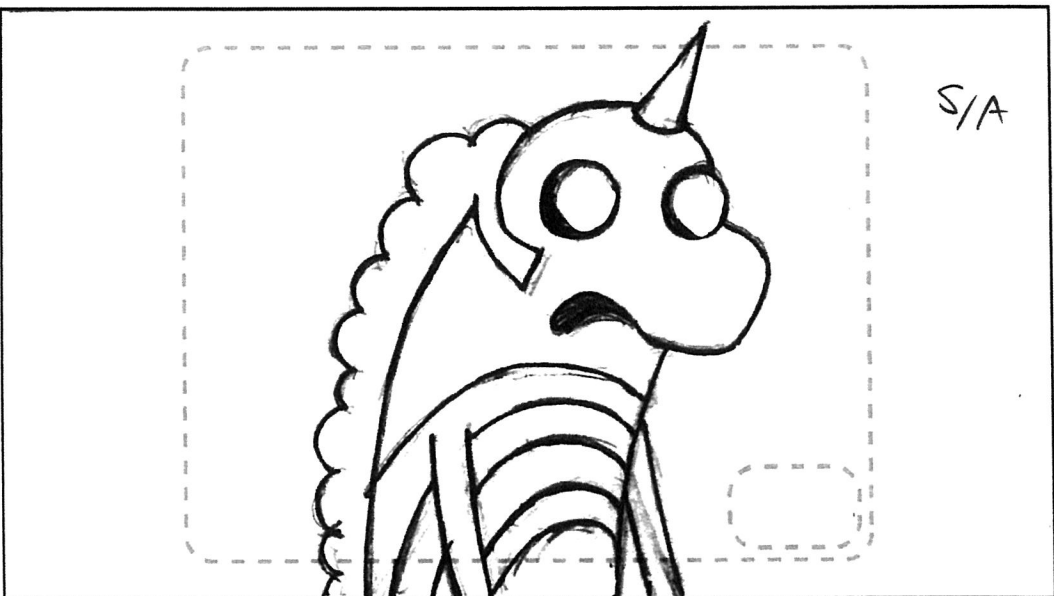


Sc. 191

Pnl. B

Bg.

day night



Dialog:

Roy: I'll tell you all the stuff I know.

Roy:

There was no sign of you,
so Lee went way underground

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



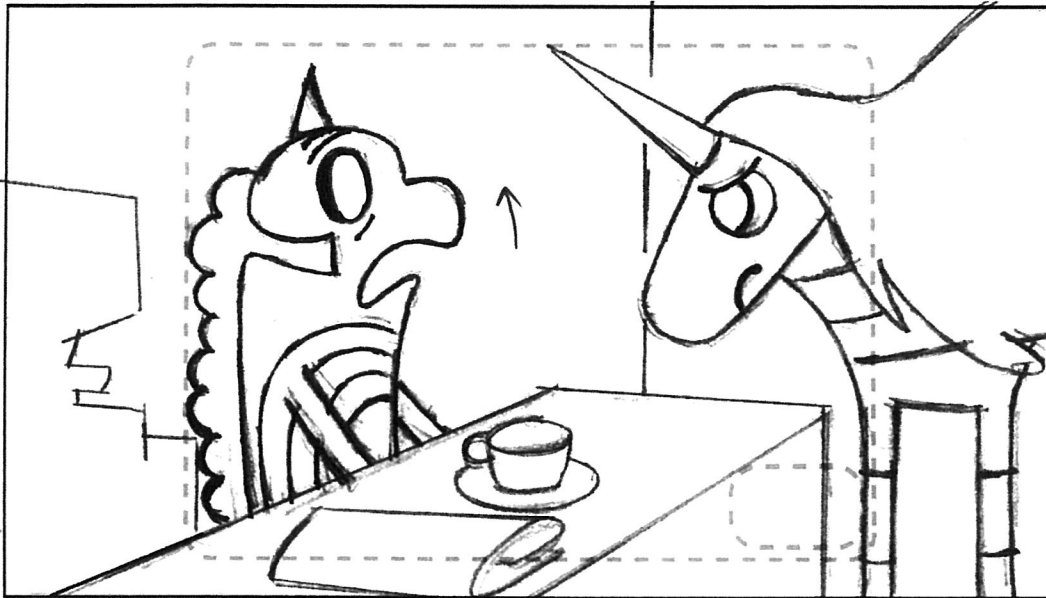
Page 380

Sc. 192

Pnl. A

Bg.

day night

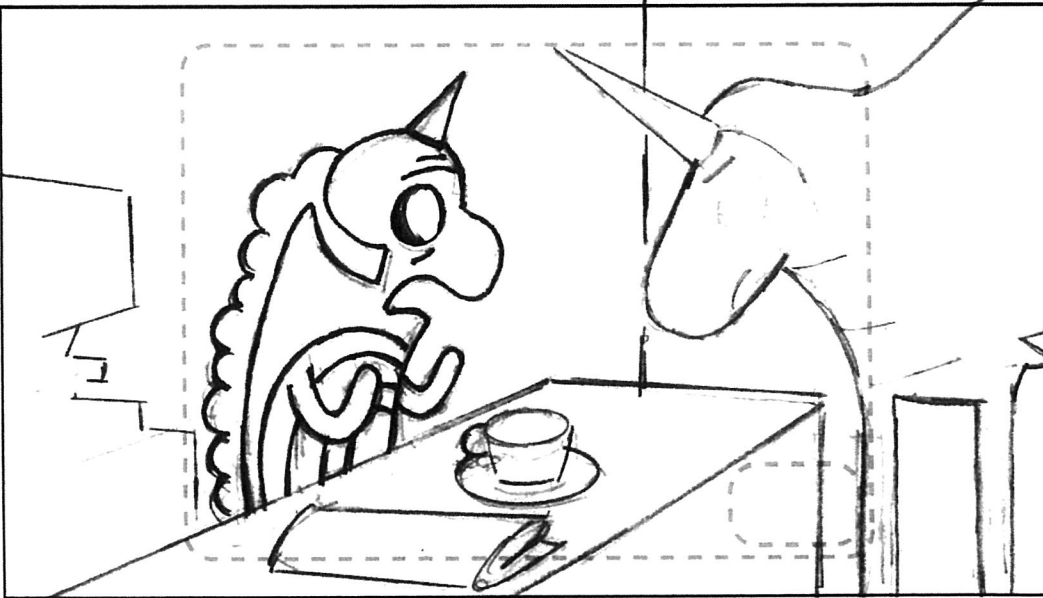


Sc. 192

Pnl. B

Bg.

day night



Dialog:	<u>Roy</u> : ...STARTED RUNNING WITH A CREW of revolutionary
Action:	
Timing:	

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ADVENTURE TIME

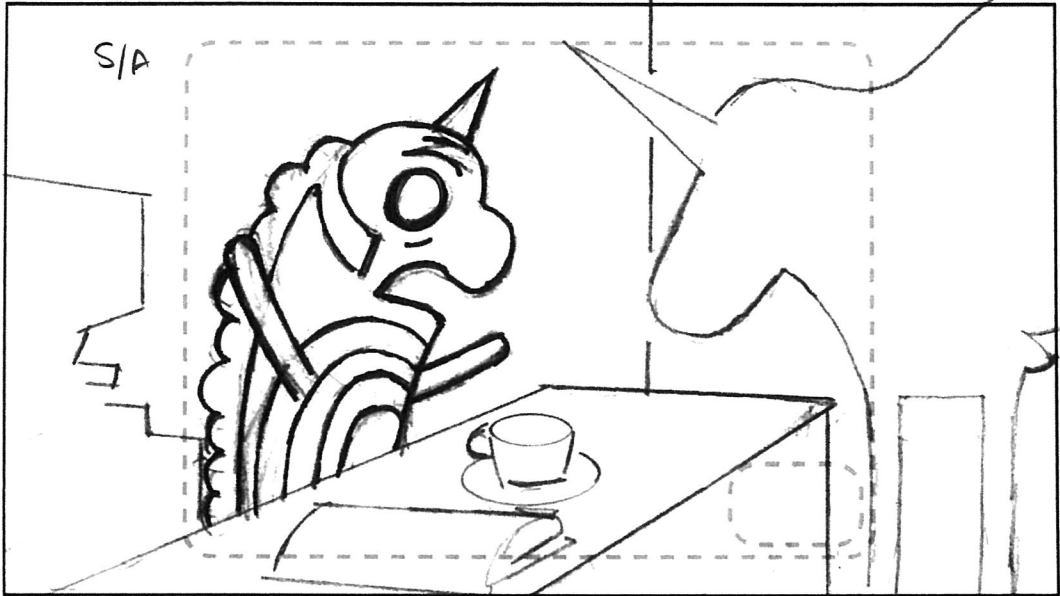


Sc. 192

Pnl. C

Bg.

day night

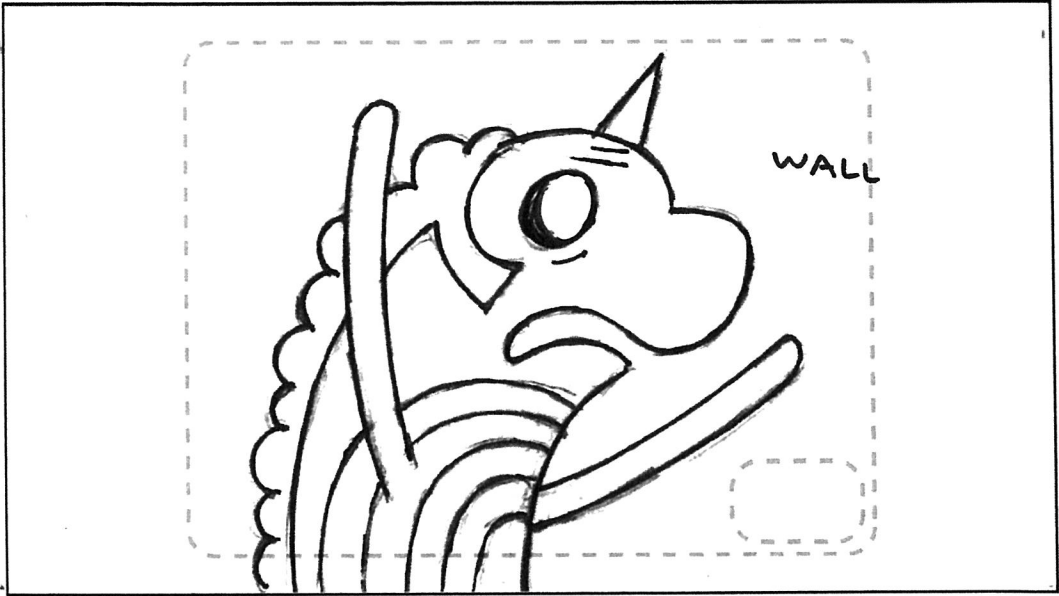


Sc. 193

Pnl. A

Bg.

day night



Dialog:	<u>Roy</u> : Dogs!	<u>Roy</u> : DOGS !
Action:		
Timing:		

ADVENTURE TIME



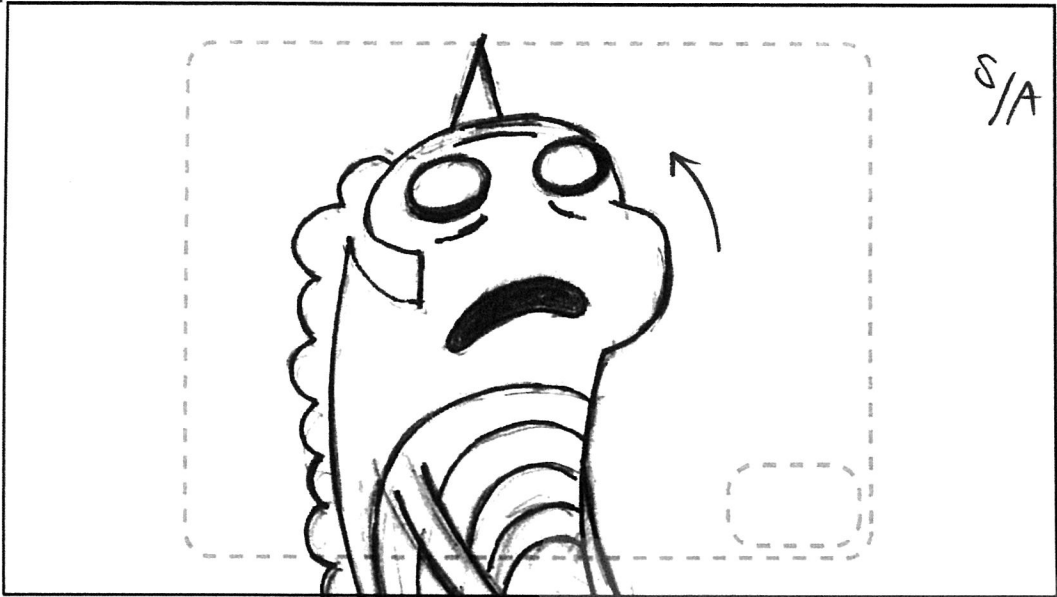
Page 382

Sc. 193

Pnl. B

Bg.

day night

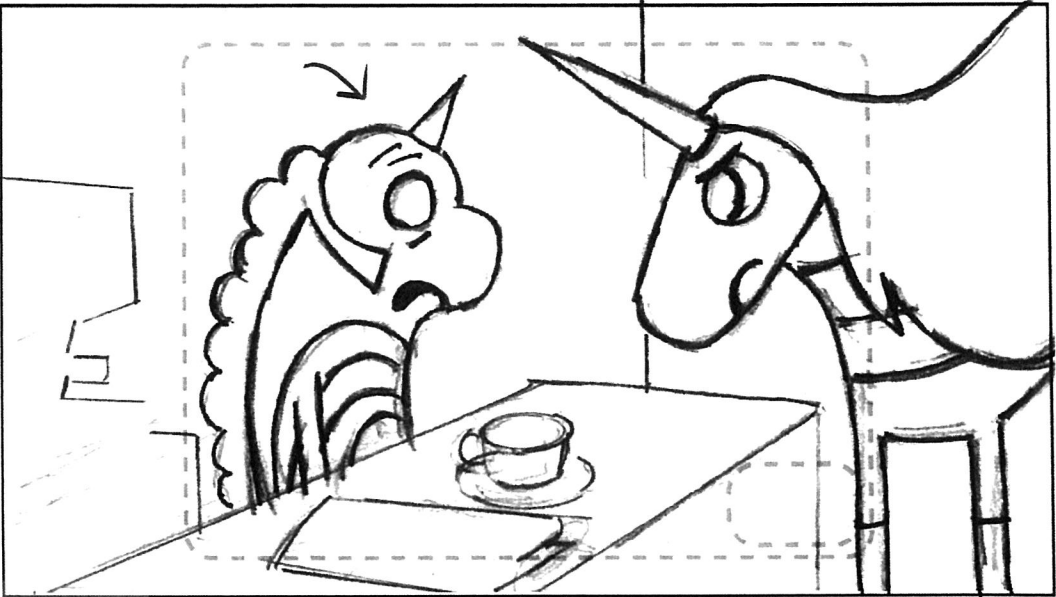


Sc. 194

Pnl. A

Bg.

day night

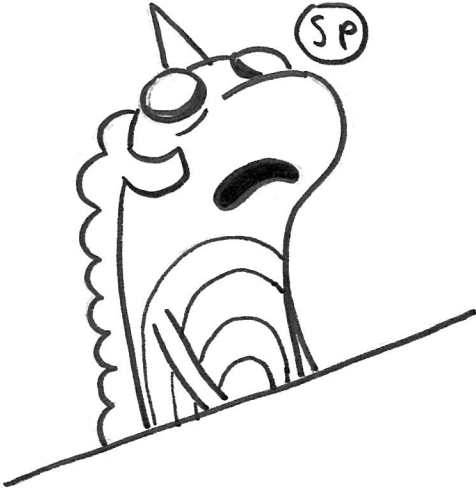


Dialog:

ROY: I know, right?!

Action:

Timing:



ROY: LEE

hangs out at the old bootlegger mansion with those dogs

EPISODE # 1034-232

Production :

ADVENTURE TIME



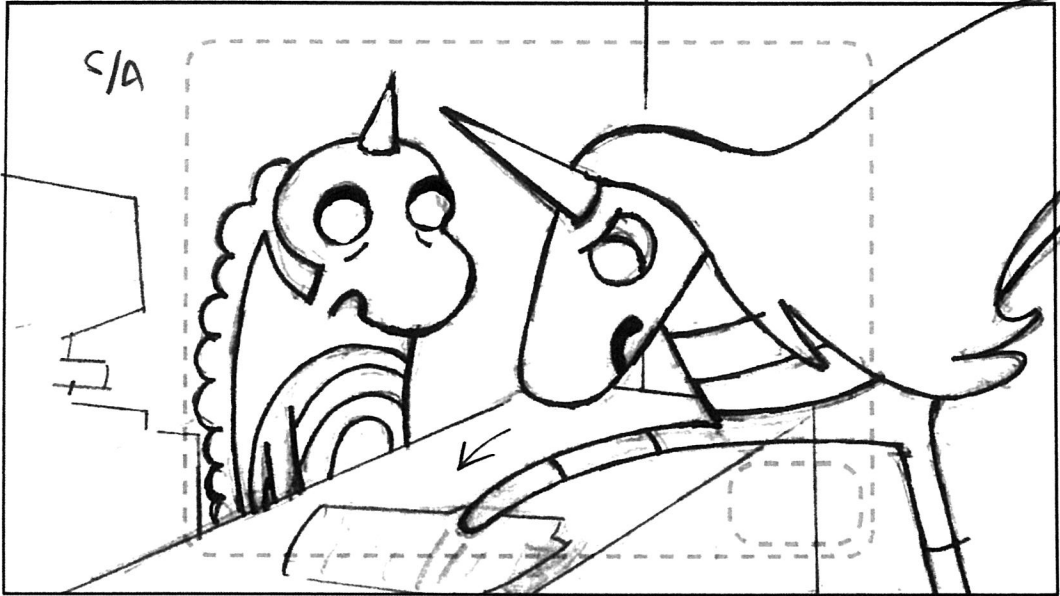
Page 383

Sc. 194

Pnl. B

Bg.

day night

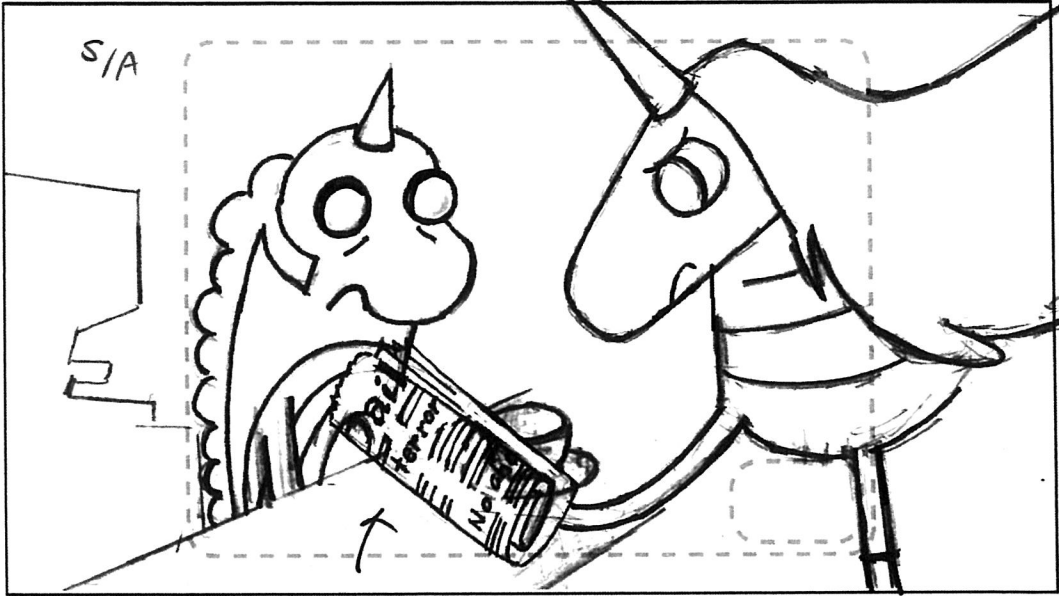


Sc. 194

Pnl. C

Bg.

day night



Dialog:	<u>LR</u> : I'm going to need this.
Action:	- LR GRABS NEWSPAPER
Timing:	

EPISODE # 1034-232

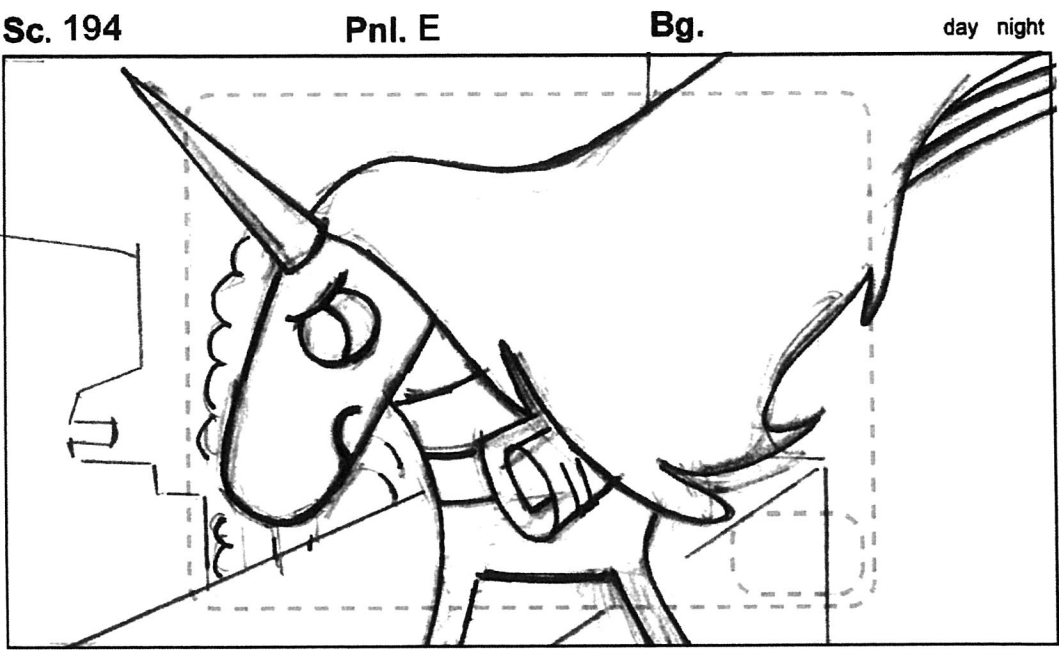
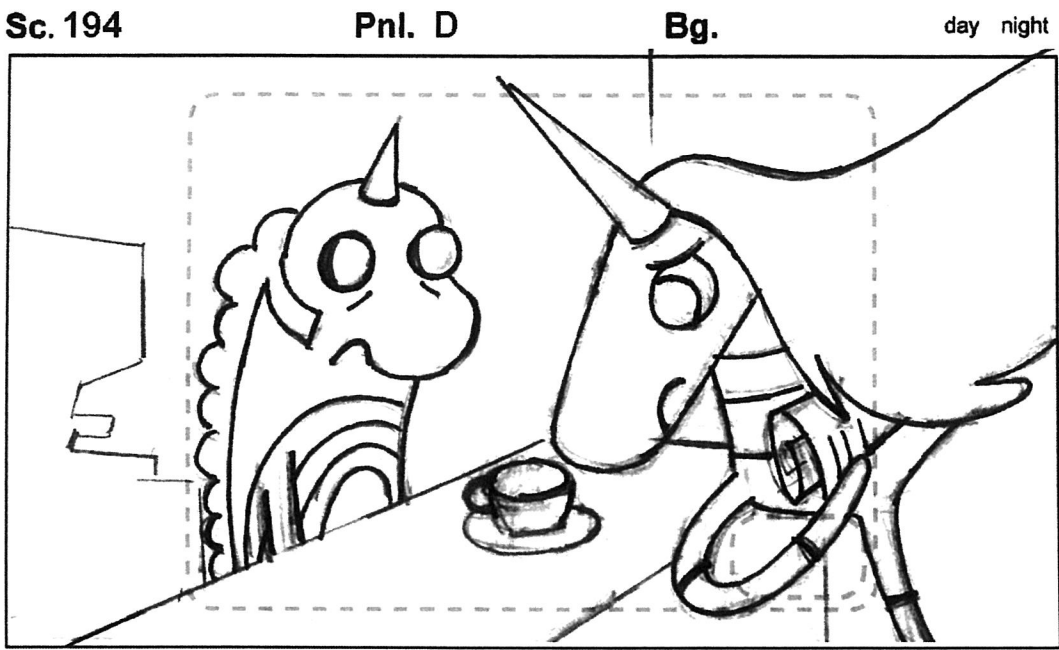
Production :

ADVENTURE TIME



Page 384

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Dialog:
Action: LR walks out, determined.
Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

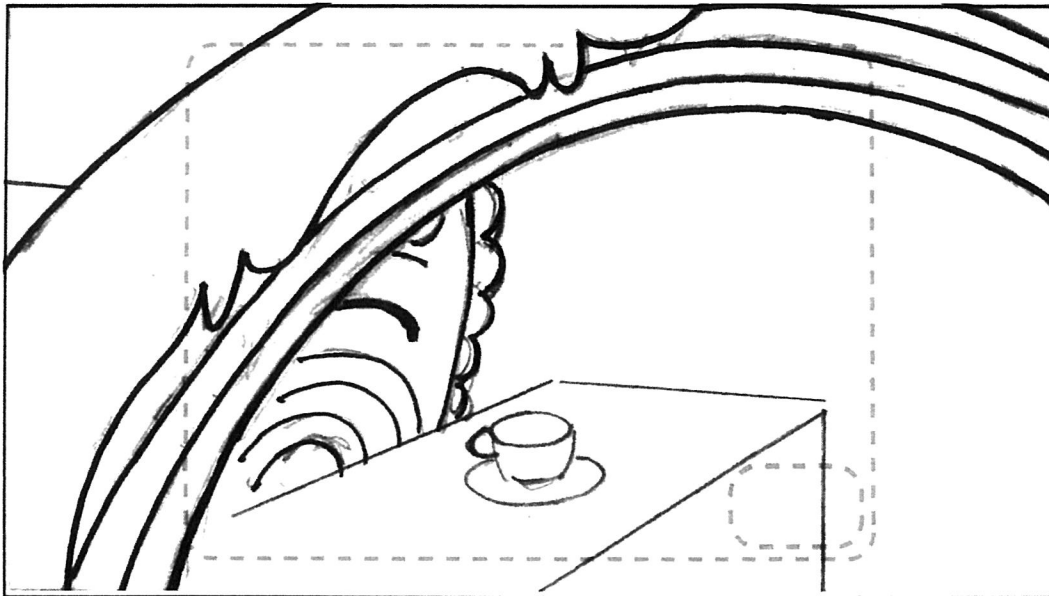


Sc.194

Pnl. F

Bg.

day night

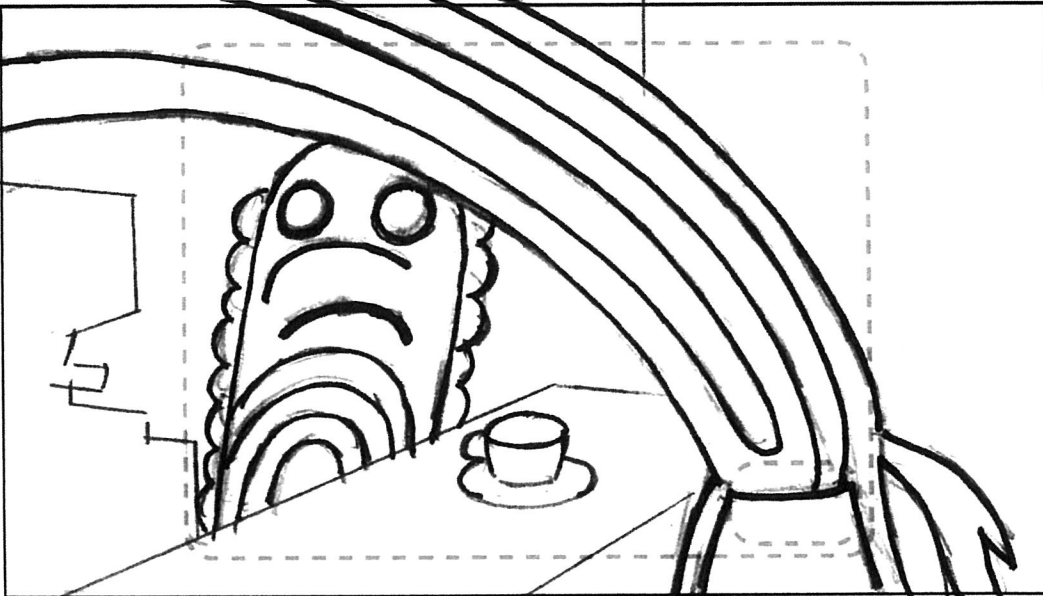


Sc. 194

Pnl. G

Bg.

day night



Dialog:
Action:
Timing:

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EPISODE # 1034-232

Production :

ADVENTURE TIME



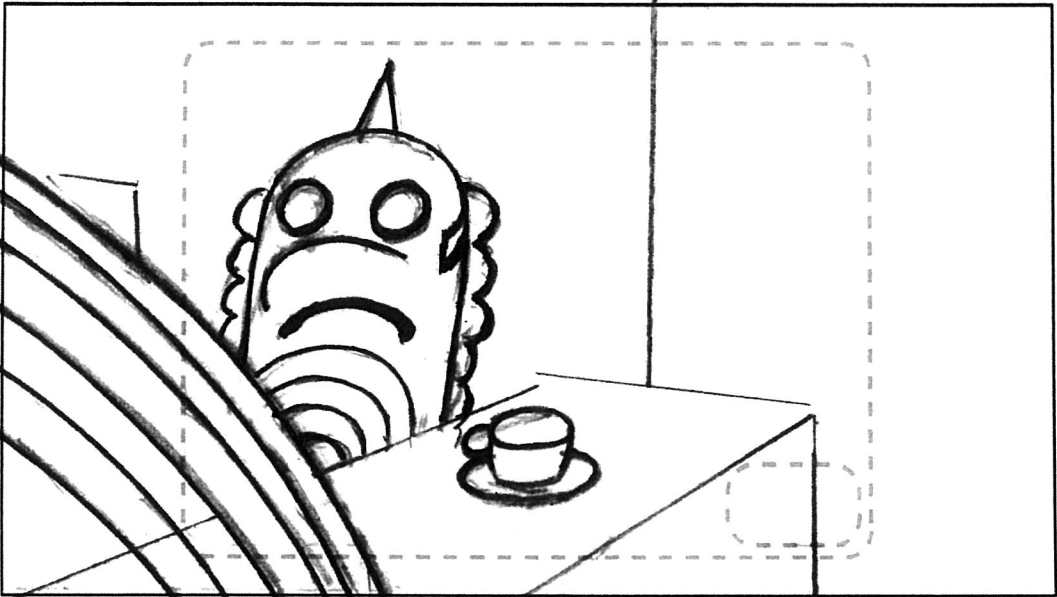
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Sc. 194

Pnl. H

Bg.

day night

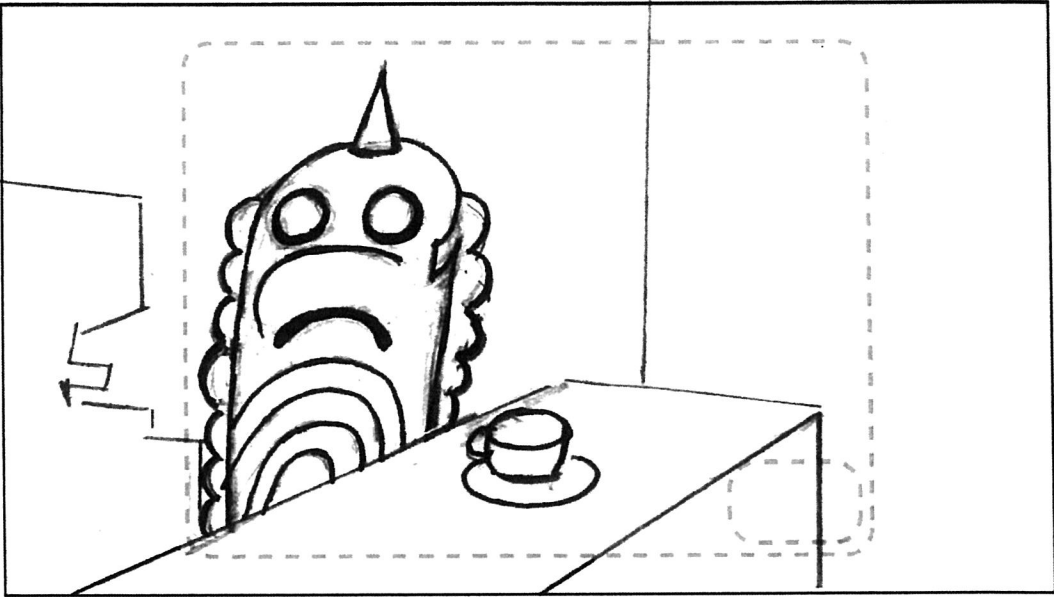


Sc. 194

Pnl. I

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

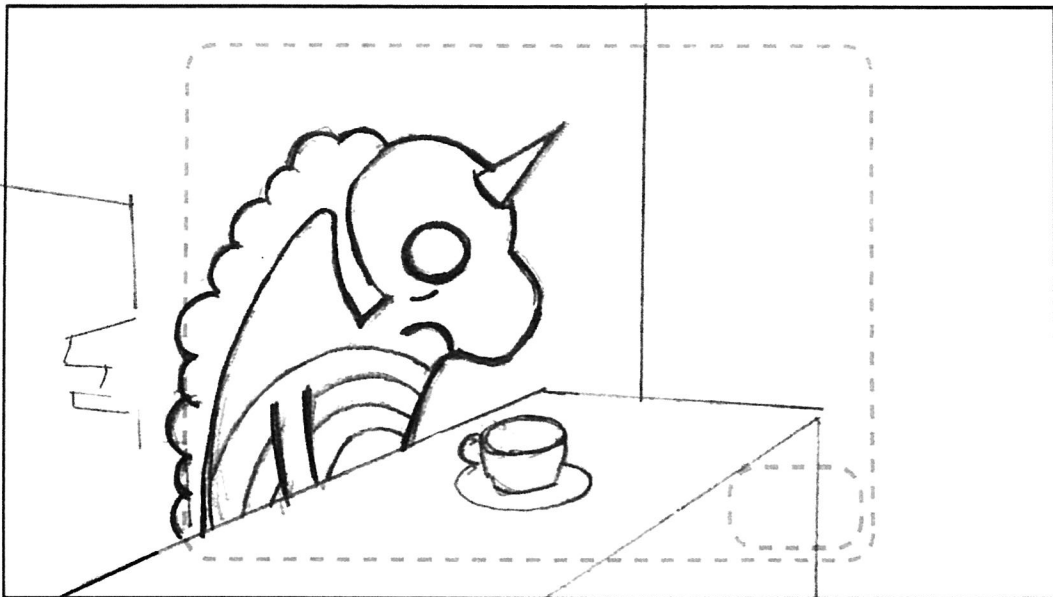


Sc. 194

Pnl. J

Bg.

day night

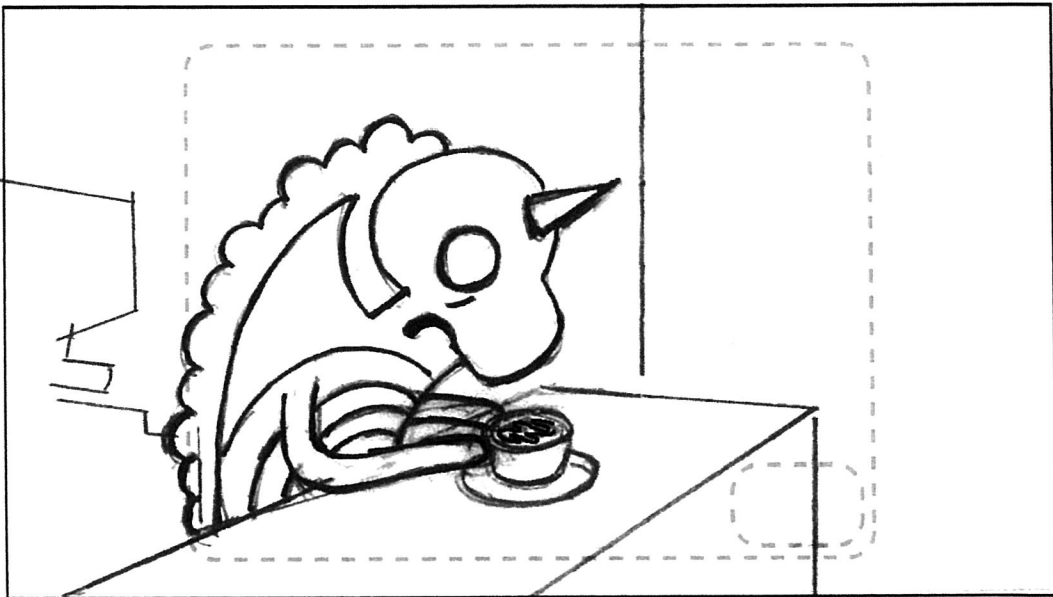


Sc. 194

Pnl. K

Bg.

day night



Dialog:

Roy: So much . . . anger . . .

Action:

Timing:

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ADVENTURE TIME



Sc. 195

Pnl. A

Bg.

day night

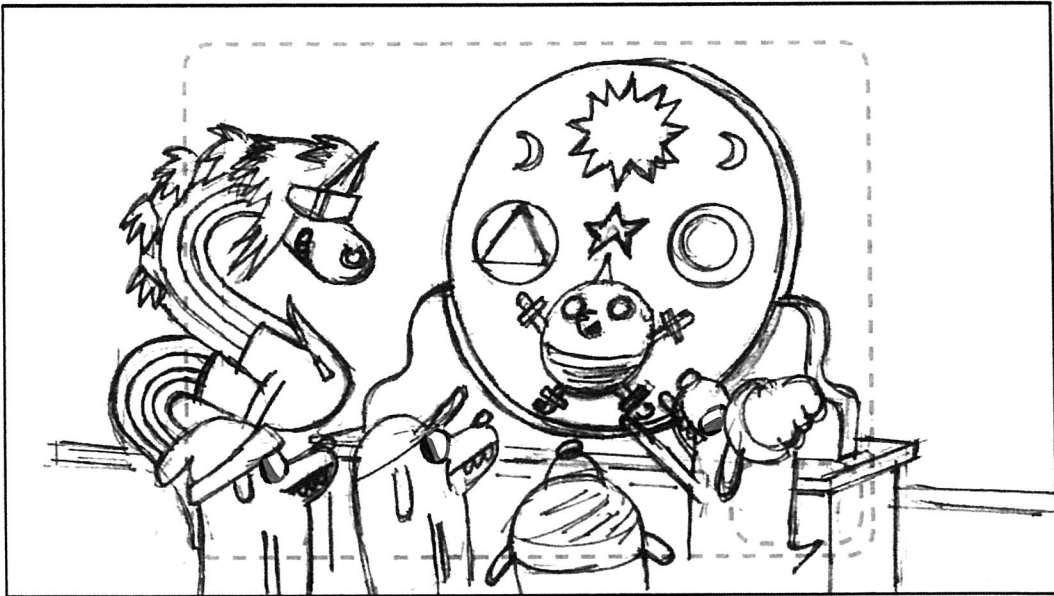


Sc. 196

Pnl. A

Bg.

day night



<p>Dialog:</p> <p><u>TV (O.S.)</u>: Hey Lee . . .</p>	<p><u>TV</u>: . . . this is a cool game, being strapped to . . .</p>
<p>Action:</p> <p>- Back to the ostentatious mansion. (Re-used BG, a bit closer field.)</p>	<p>- TV has been strapped to the wheel, and a dog is fastening the last strap into place.</p>
<p>Timing:</p>	

EPISODE # 1034-232

Production :

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ADVENTURE TIME

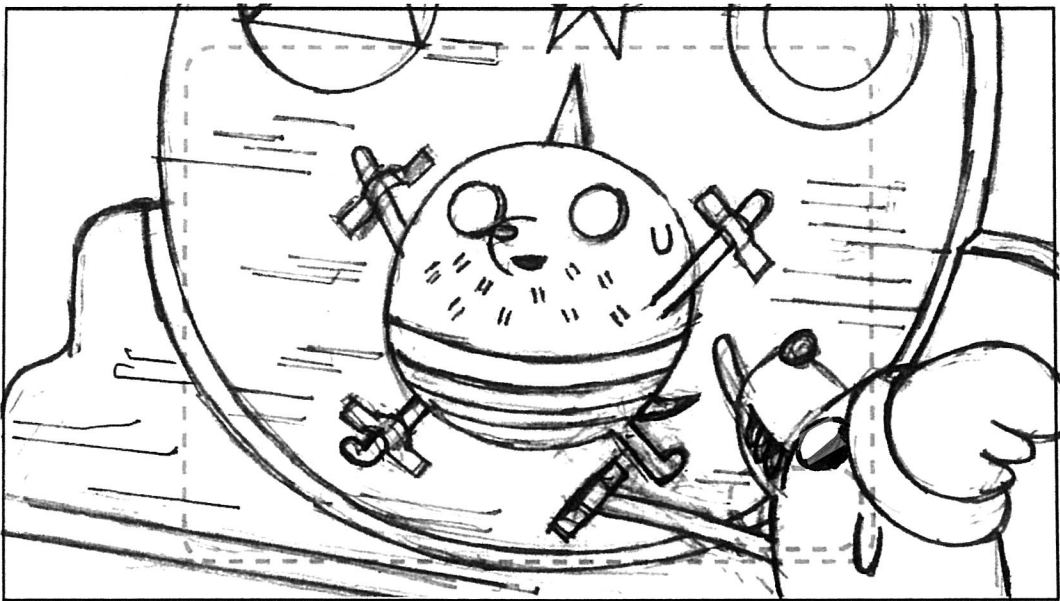


Sc. 197

Pnl. A

Bg.

day night

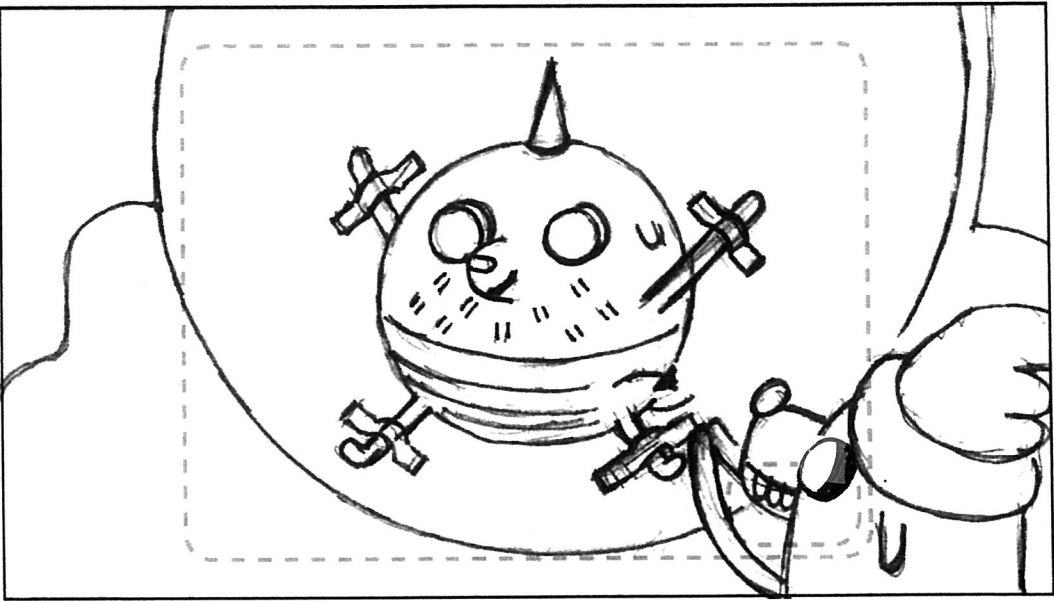


Sc. 197

Pnl. B

Bg.

day night



Dialog:	<u>TV</u> : . . . this wheel. Heh heh . . .	<u>SFX</u> : Clomp. [the fastener on his ankle]
Action:		
Timing:		

EPISODE # 1034-232

Production :

ADVENTURE TIME

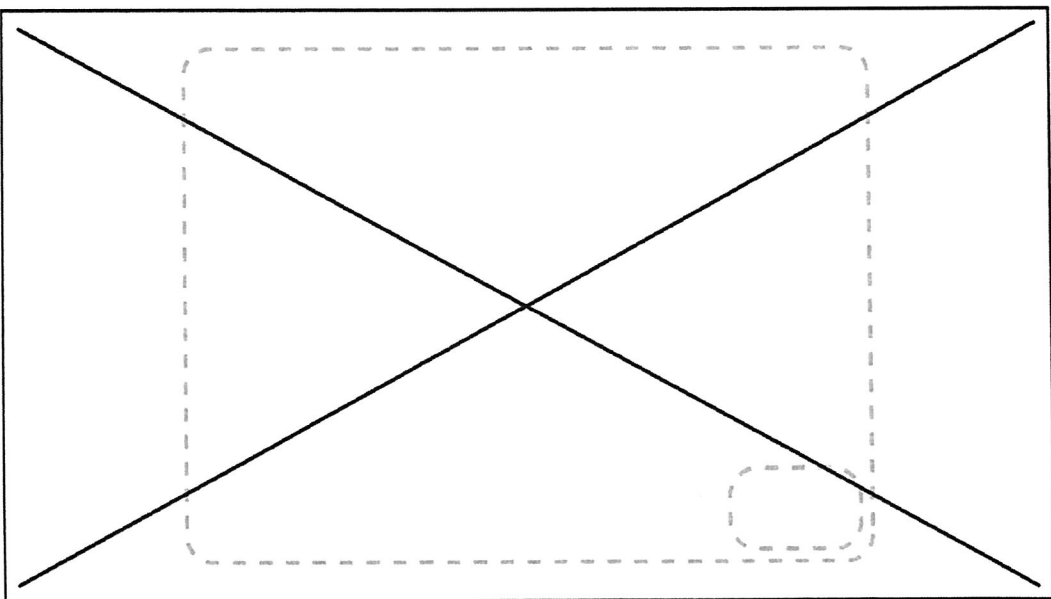
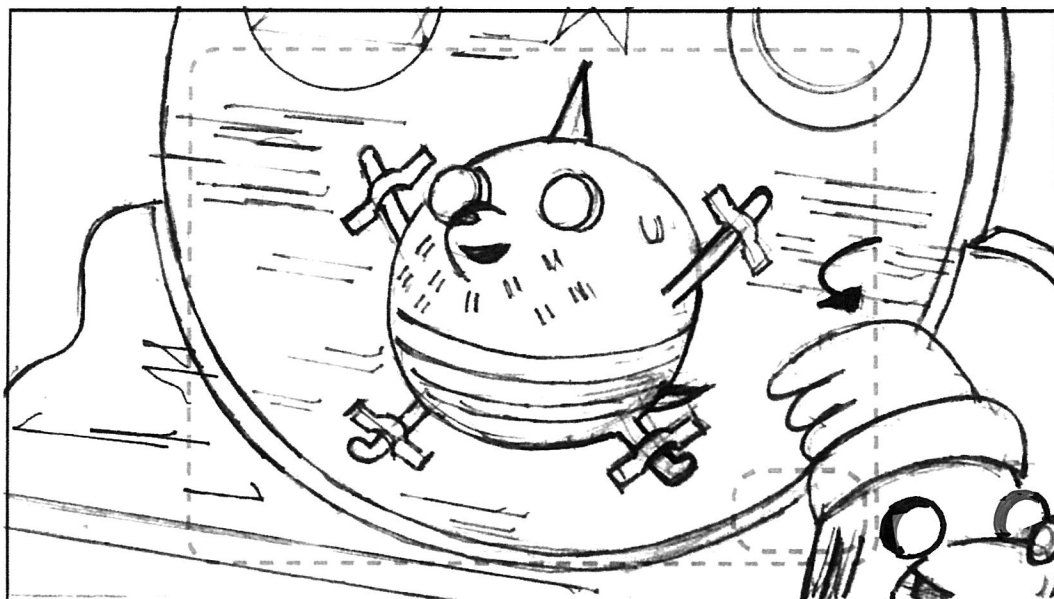


Sc. 197

Pnl. C

Bg.

day night



Dialog: TV (singing): I've got a new best friend . . .

Action: - TV looks toward Lee.
- DOG TURNS AWAY.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Sc. 197

Pnl. D

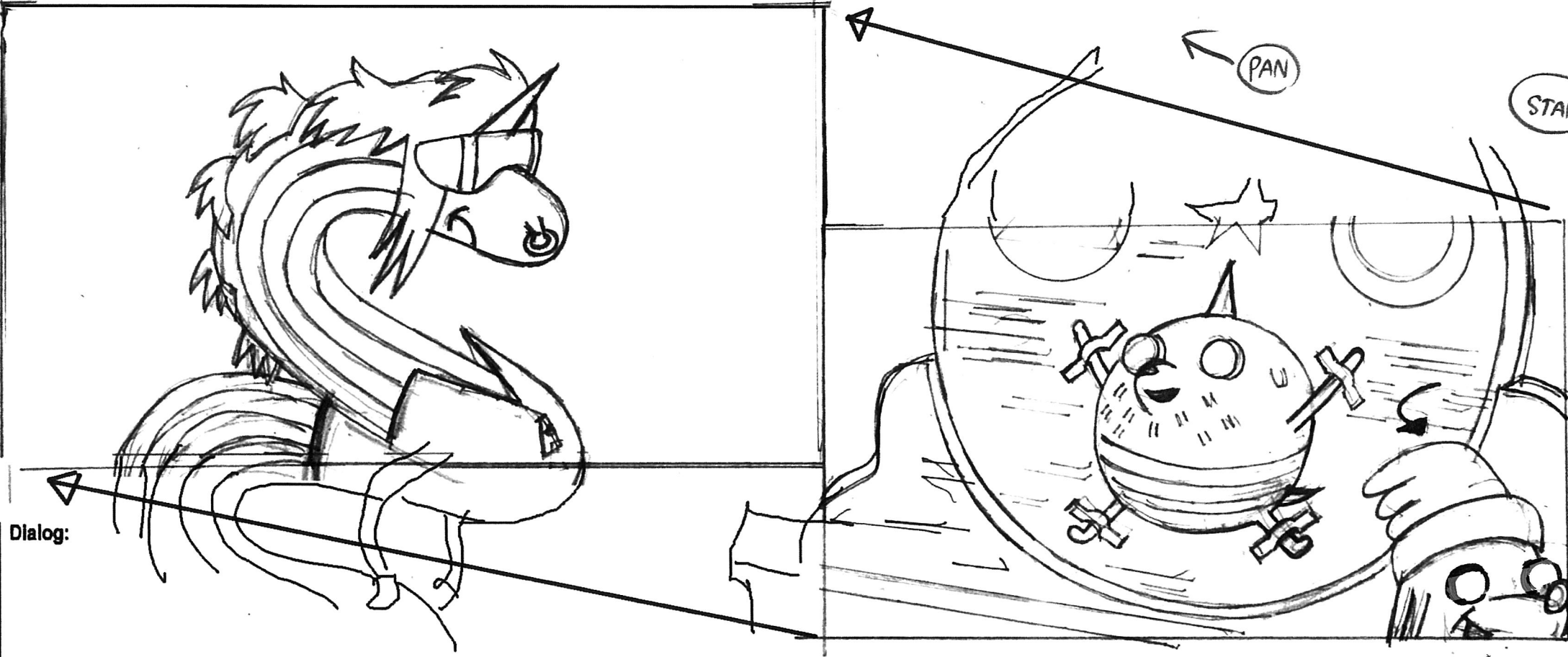
Bg.

day night

STOP

PAN

START



Dialog:

Action:

Pan over to Lee.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

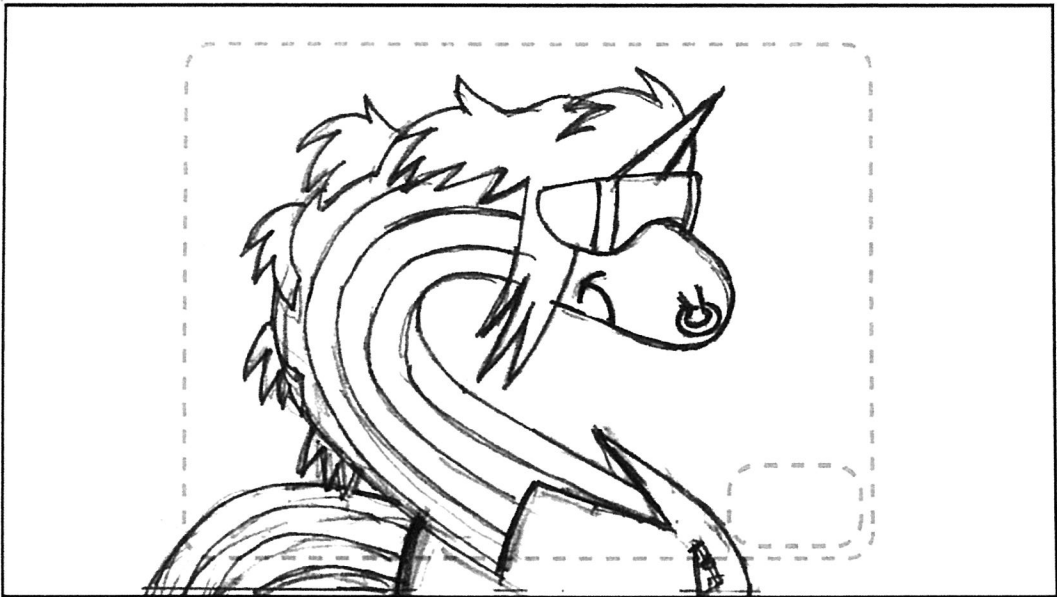


Sc. 197

Pnl. E

Bg.

day night

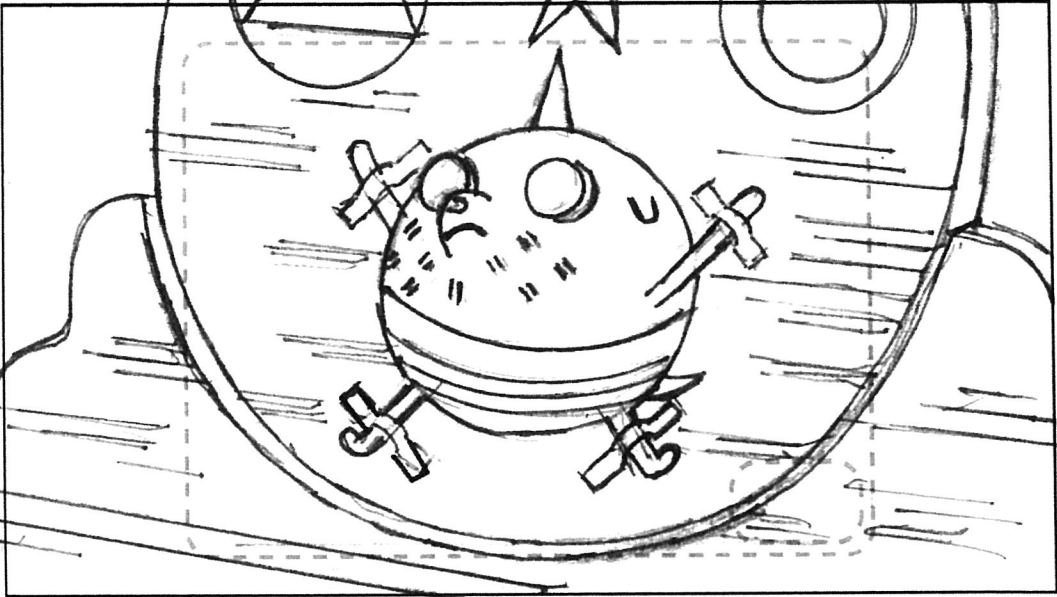


Sc. 198

Pnl. A

Bg.

day night



Dialog:	
Action:	Lee says nothing.
Timing:	Back to TV. Disappointed because he is not getting a good vibe from Lee.

EPISODE # 1034-232

Production :

ADVENTURE TIME



Sc. 198

Pnl. B

Bg.

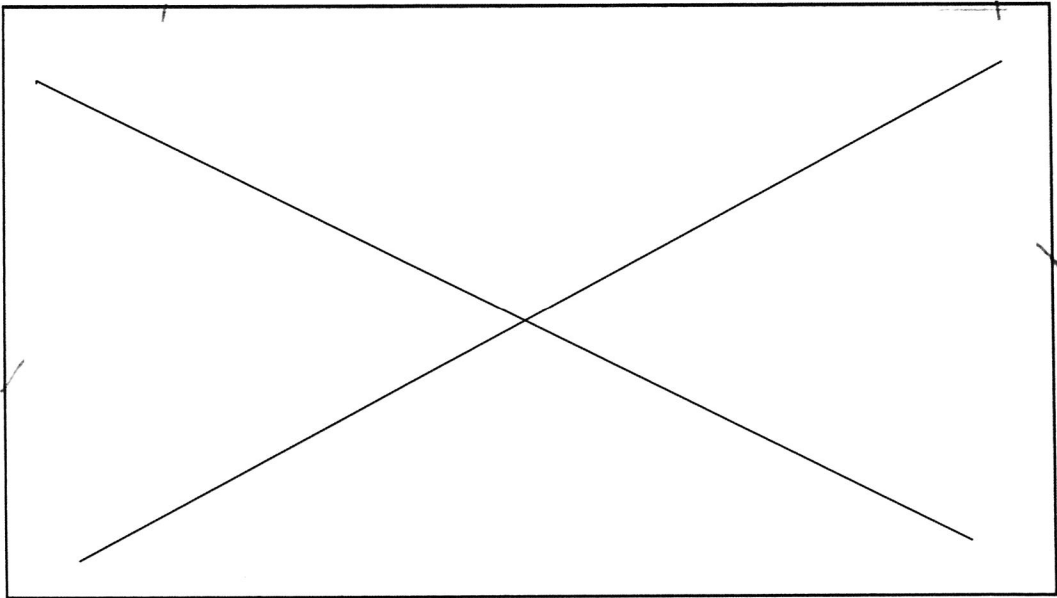
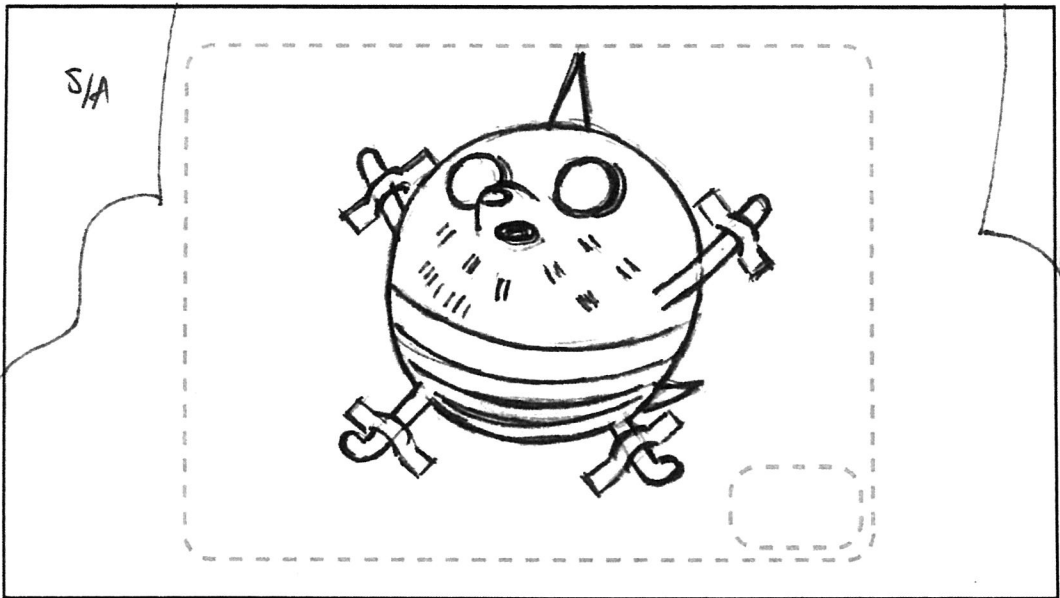
day night

Sc.

Pnl.

Bg.

day night



Dialog:	<u>TV:</u> named Lee
Action:	
Timing:	

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EPISODE # 1034-232

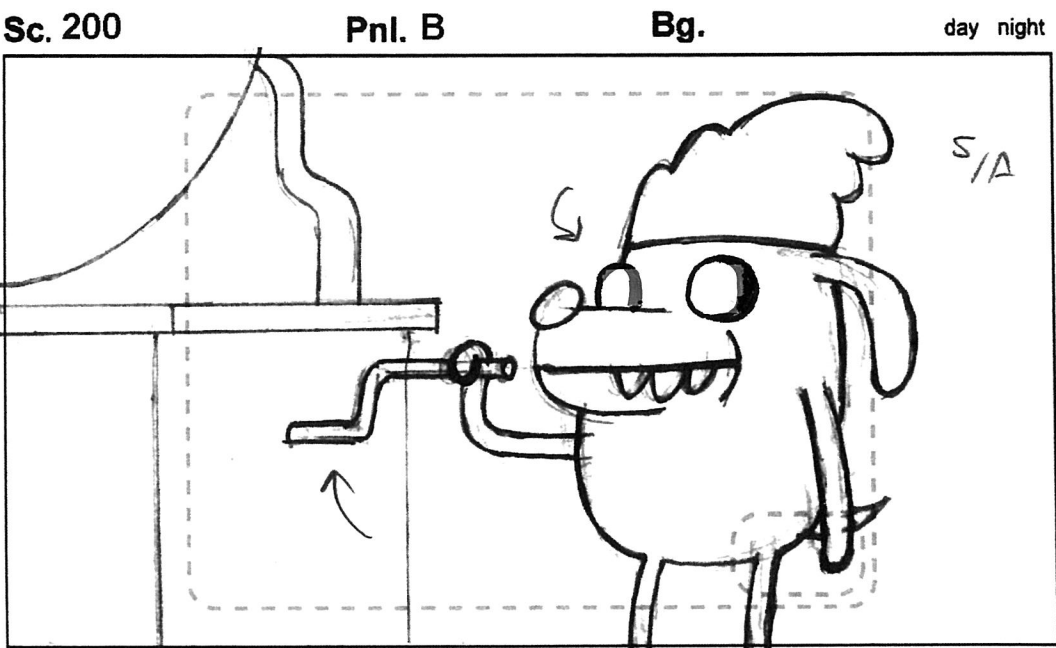
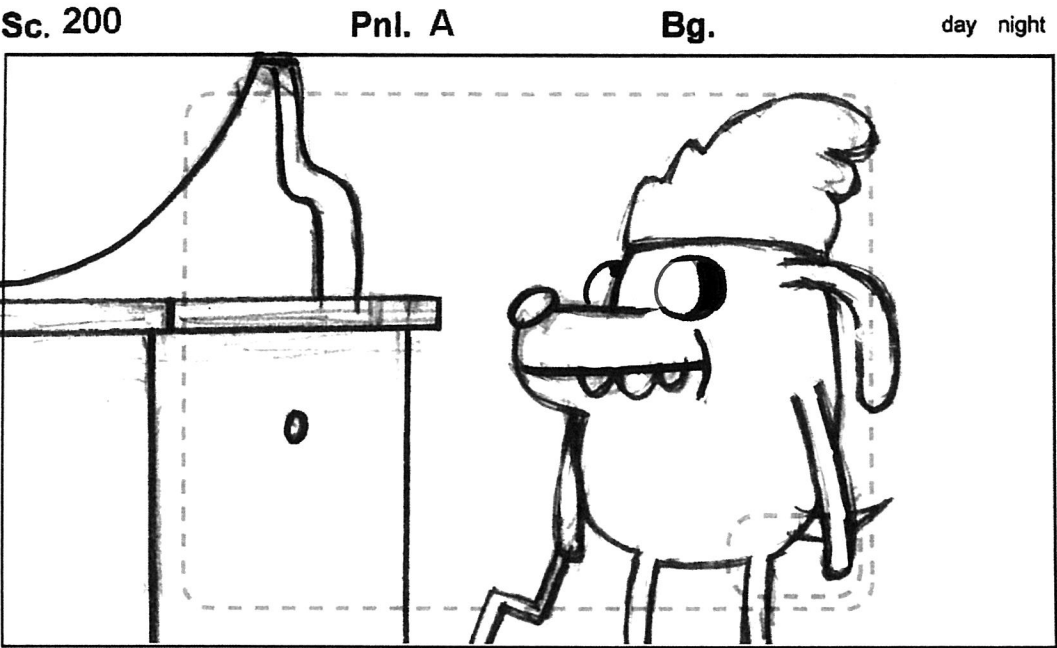
Production :

ADVENTURE TIME



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Dialog:		
Action:	On a dog, who has seen Lee giving him the signal.	The dog puts a crank into a crank hole in the side of the altar thing.
Timing:		

EPISODE # 1034-232

Production :

ADVENTURE TIME

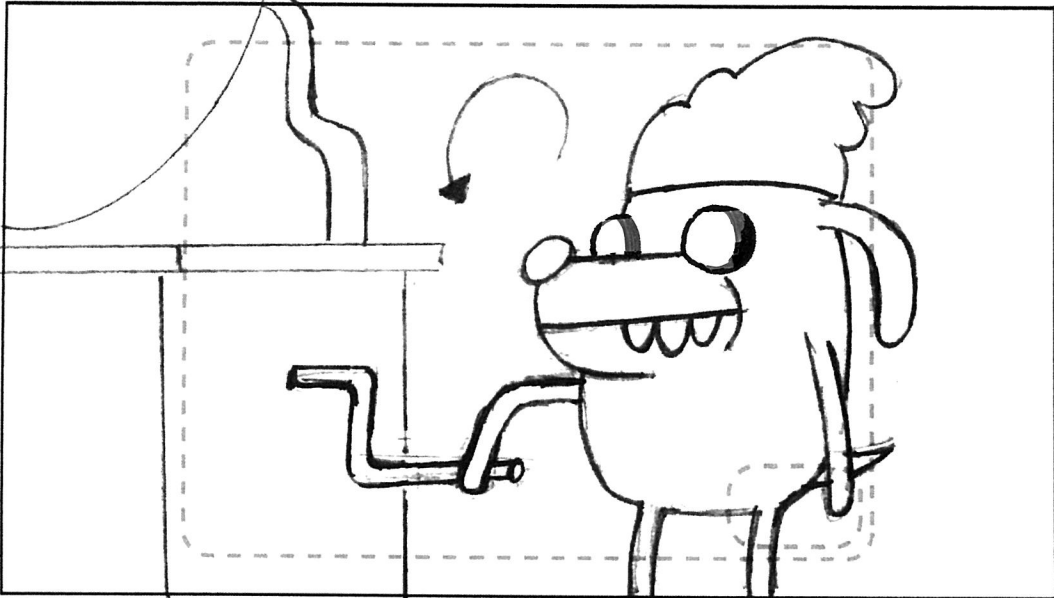


Sc. 200

Pnl. C

Bg.

day night

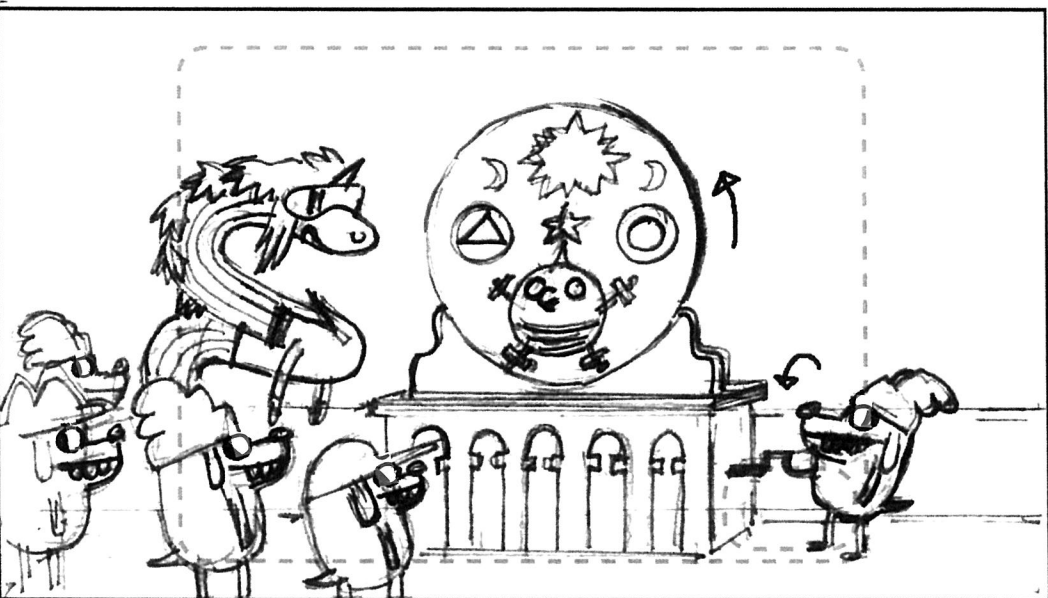


Sc. 201

Pnl. A

Bg.

day night



Dialog:

SFX: * RRRRR *

Action:

The dog starts turning the crank in the side of the altar.

Wider shot. The dog is turning the crank and the wheel is starting to turn.

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

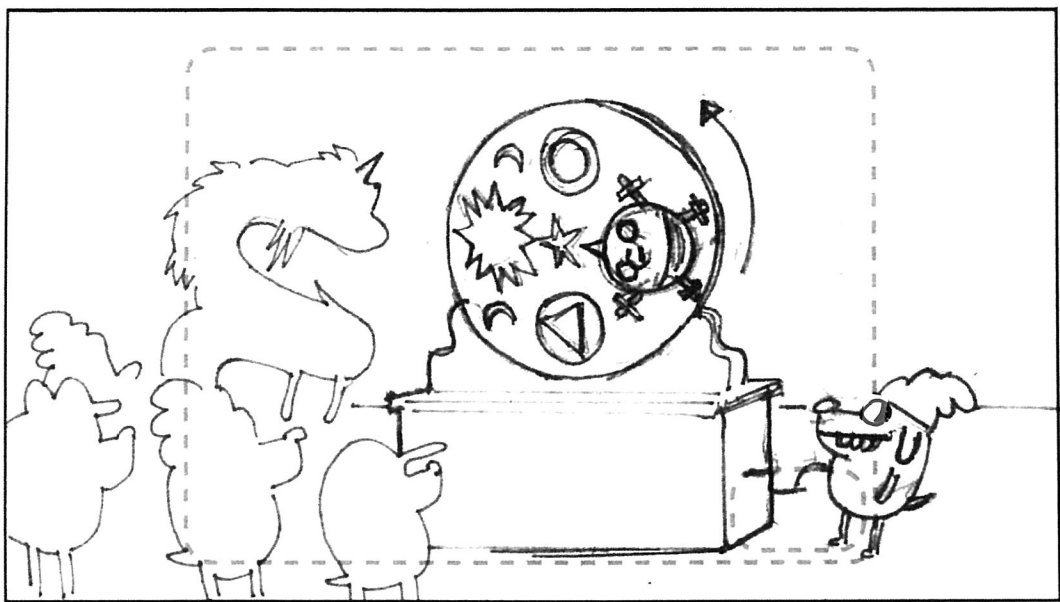


Sc. 201

Pnl. B

Bg.

day night

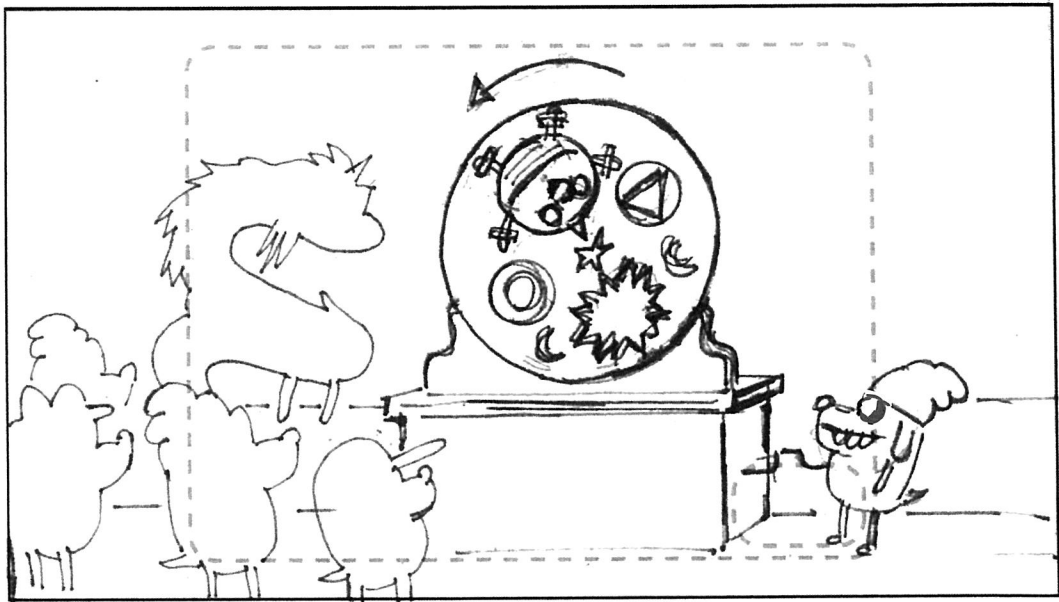


Sc. 201

Pnl. C

Bg.

day night



Dialog:

TV: UHH... DON'T LIKE THIS , NOPE ,

Action:

The wheel turns around and starts to turn faster and faster.

Timing:

EPISODE # 1034-232
Production :

ADVENTURE TIME



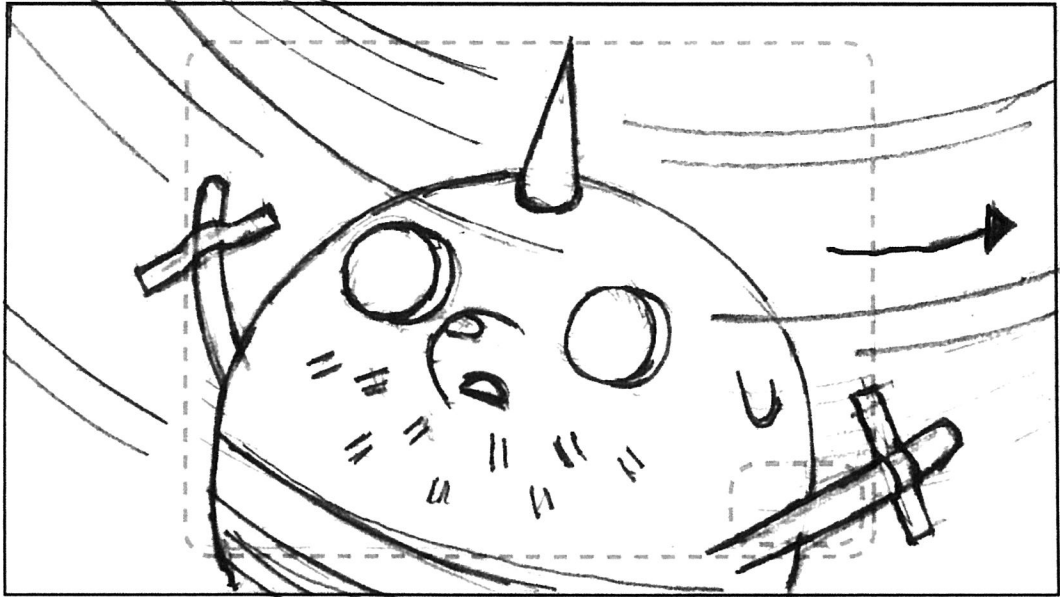
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Sc. 202

Pnl. A

Bg.

day night

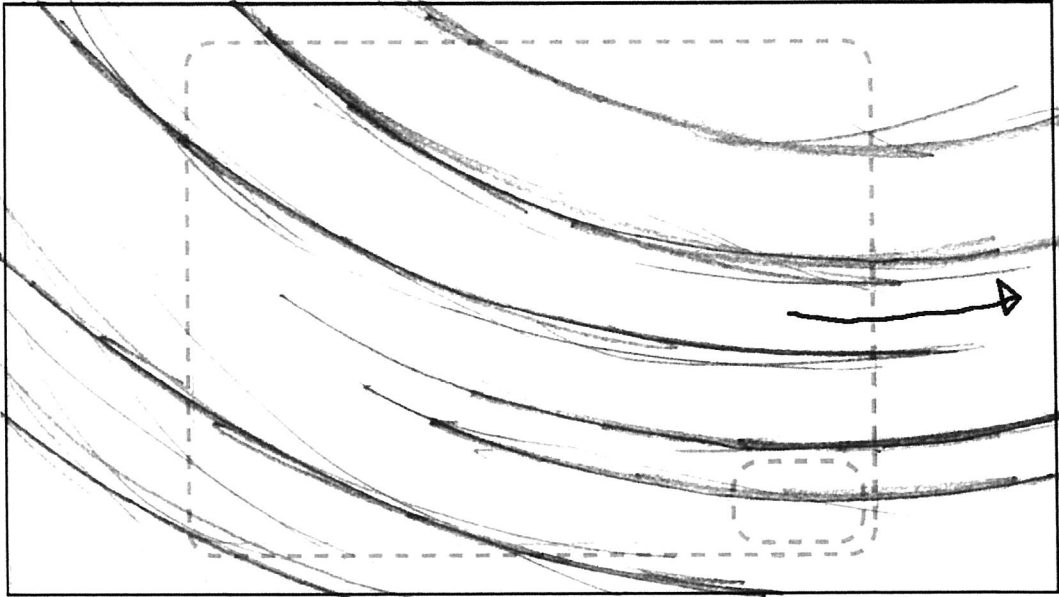


Sc. 202

Pnl. B

Bg.

day night



Dialog:

TV: Noooo . . . Lee!

TV: Why are you . . .

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



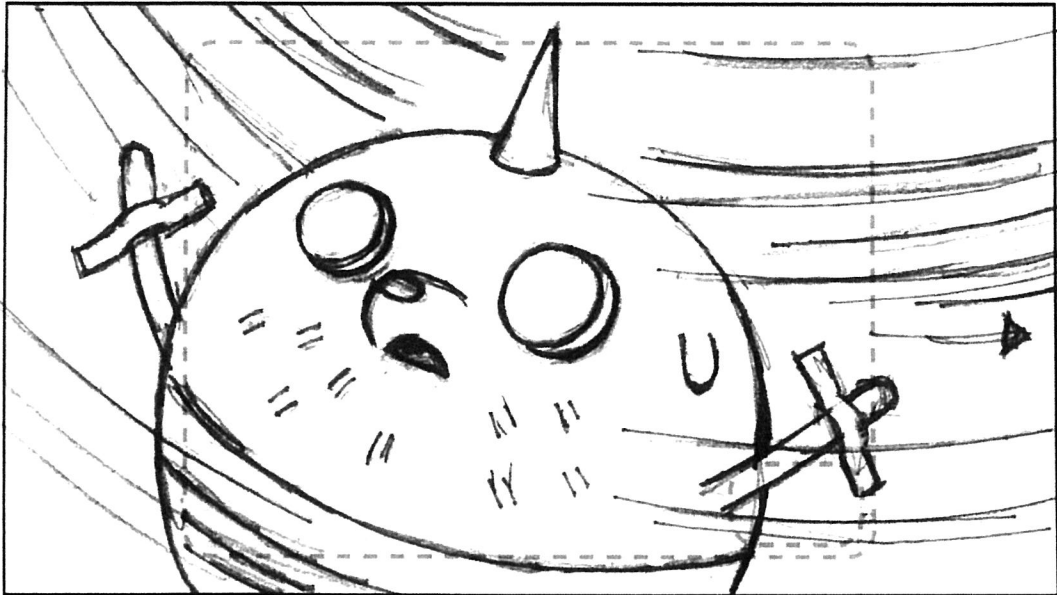
Page 401

Sc. 202

Pnl. C

Bg.

day night

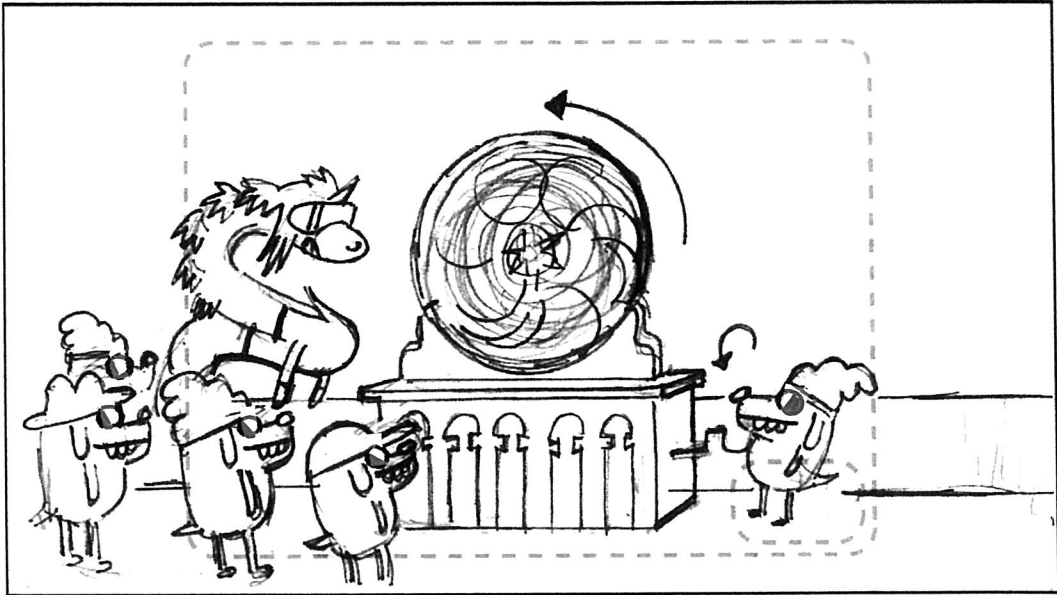


Sc. 203

Pnl. A

Bg.

day night



Dialog:

TV: . . . doing this? . . .

Sfx:
* RRRR *

LCC: FASTER . . .

Action:

The wheel is spinning really fast.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



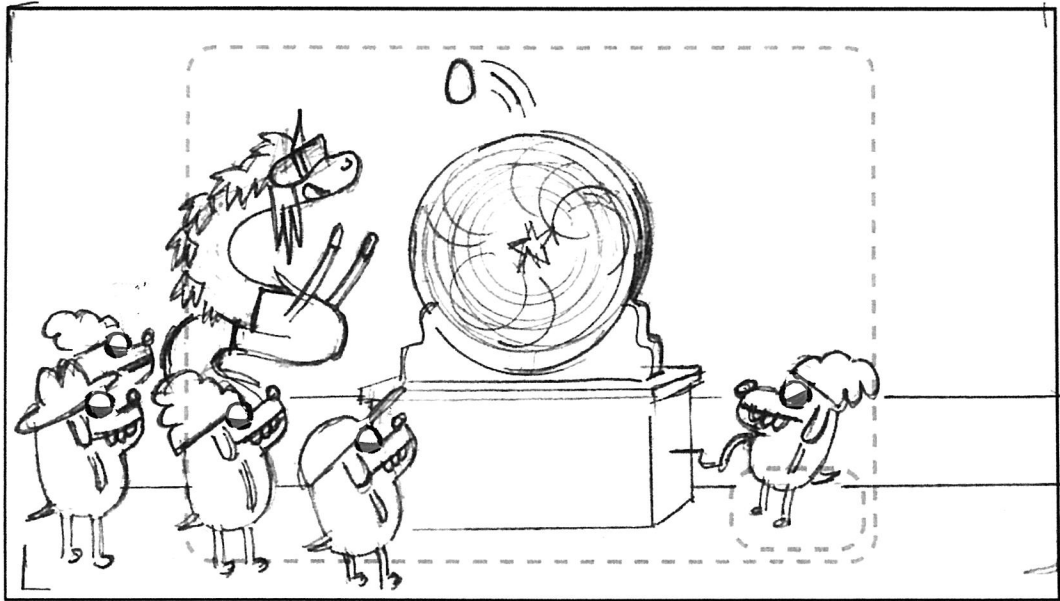
Page 402

Sc. 203

Pnl. B

Bg.

day night

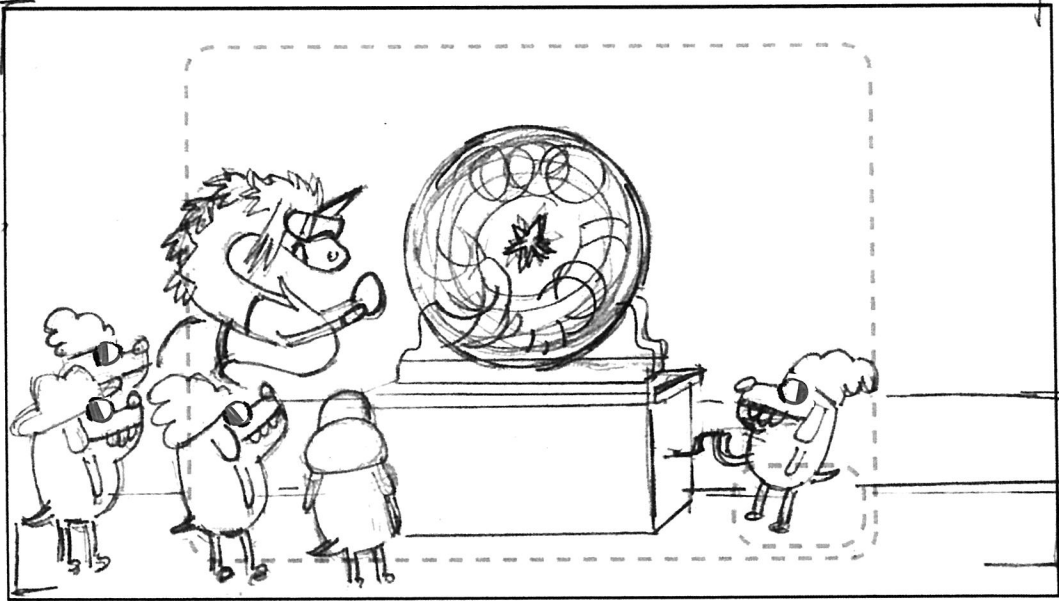


Sc. 203

Pnl. C

Bg.

day night



Dialog:

SFX: Poop!

Action:

- CRYSTAL OBJECT pops out of TV.

Lee catches the egg.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



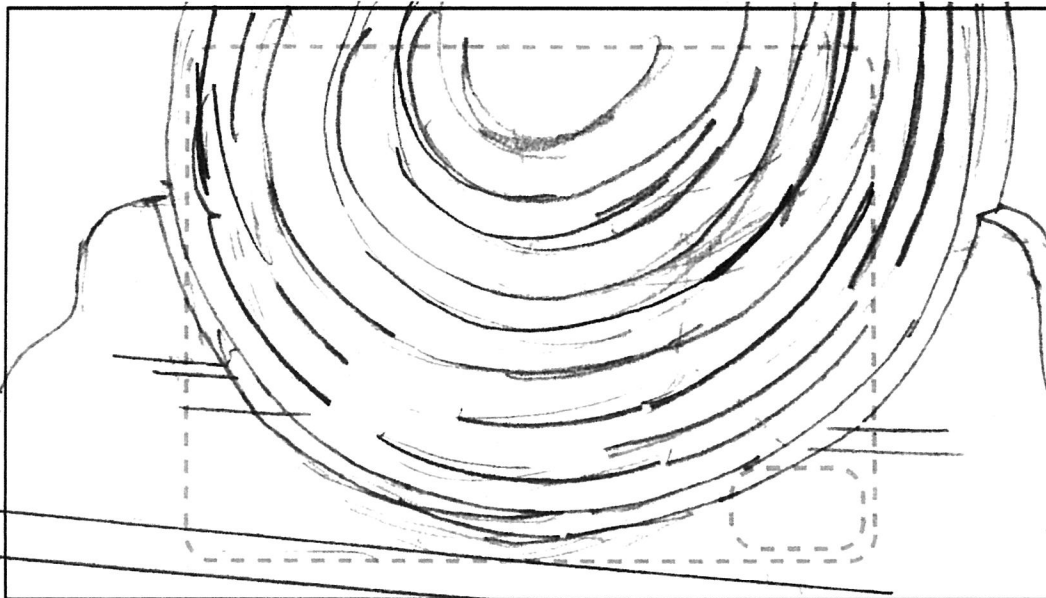
Page 403

Sc. 204

Pnl. A

Bg.

day night

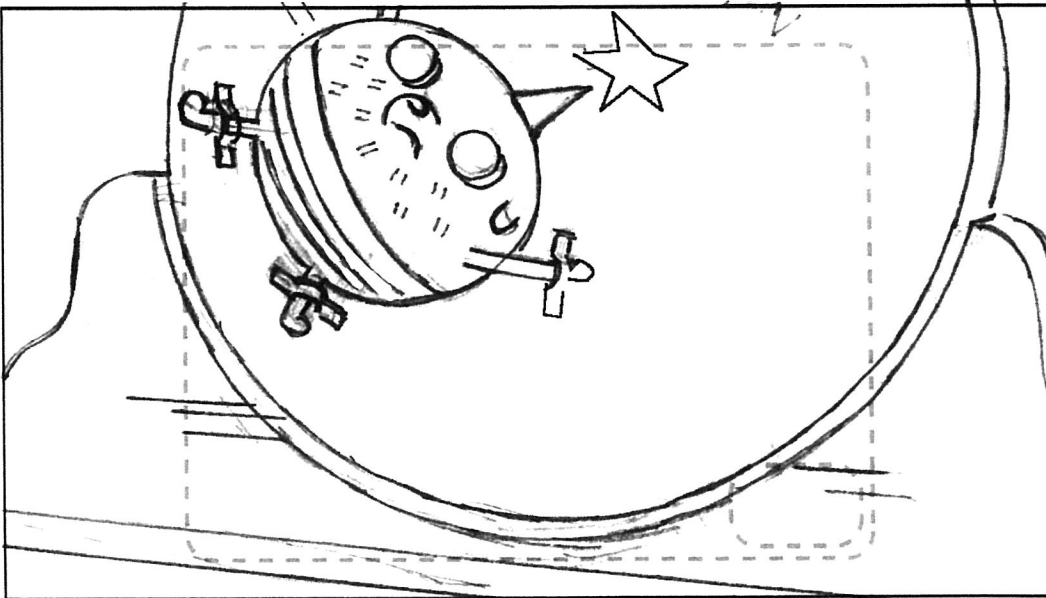


Sc. 204

Pnl. B

Bg.

day night



Dialog:		
Action:	Close on the wheel spinning fast.	The wheel stops spinning fast.
Timing:		

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EPISODE # 1034-232

Production :

ADVENTURE TIME



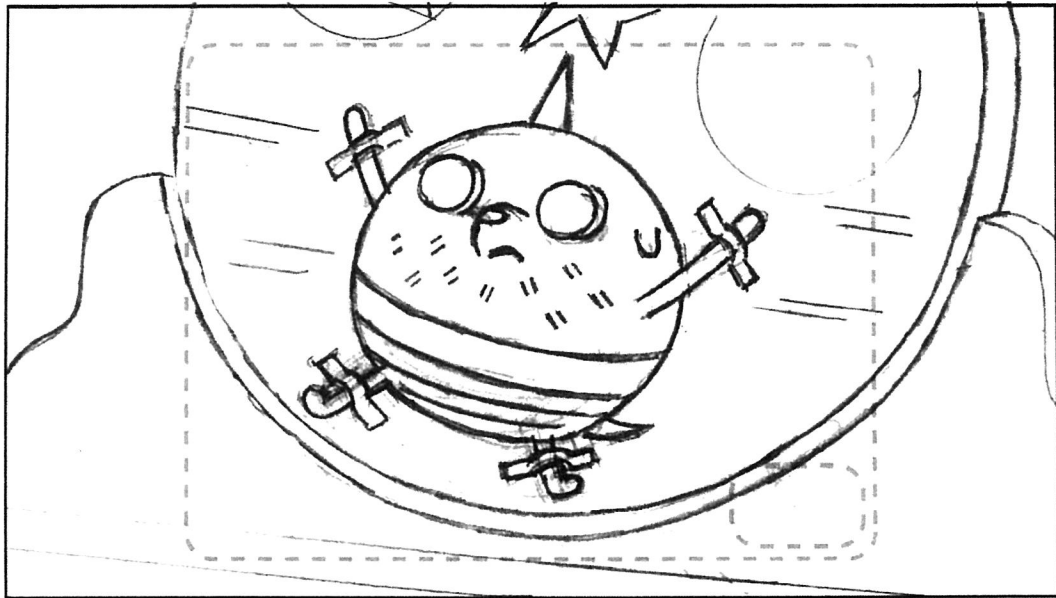
Page 404

Sc. 204

Pnl. C

Bg.

day night

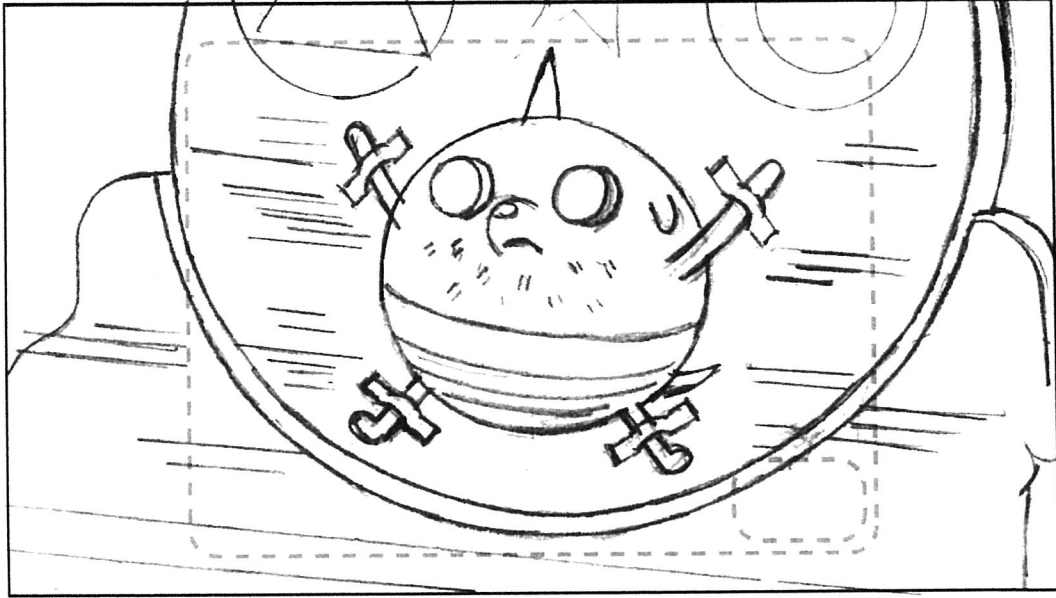


Sc. 204

Pnl. D

Bg.

day night



Dialog:

Action:

The wheel settles to a stop.

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

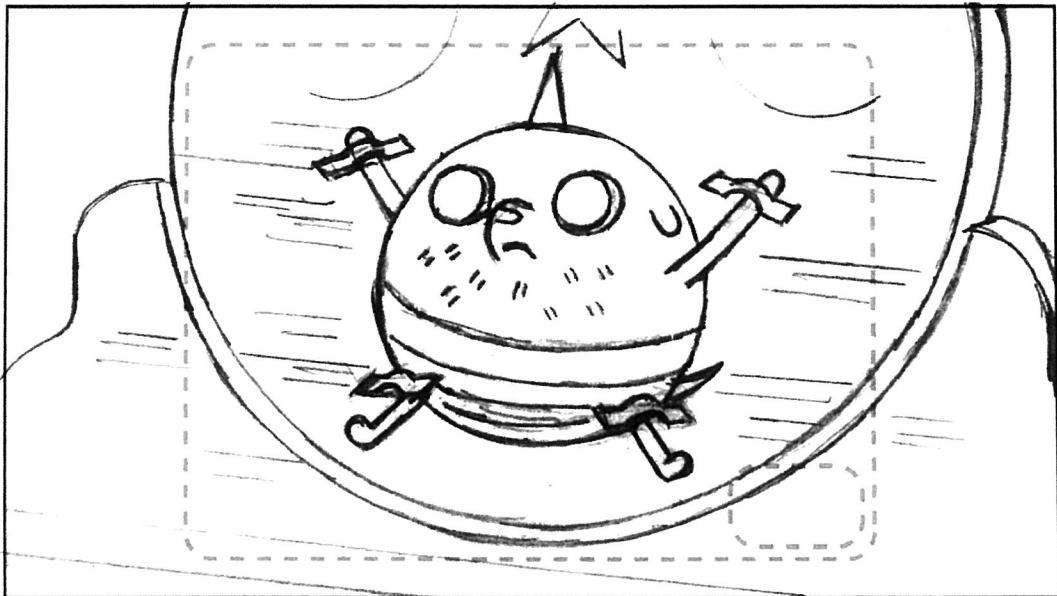


Sc. 204

Pnl. E

Bg.

day night

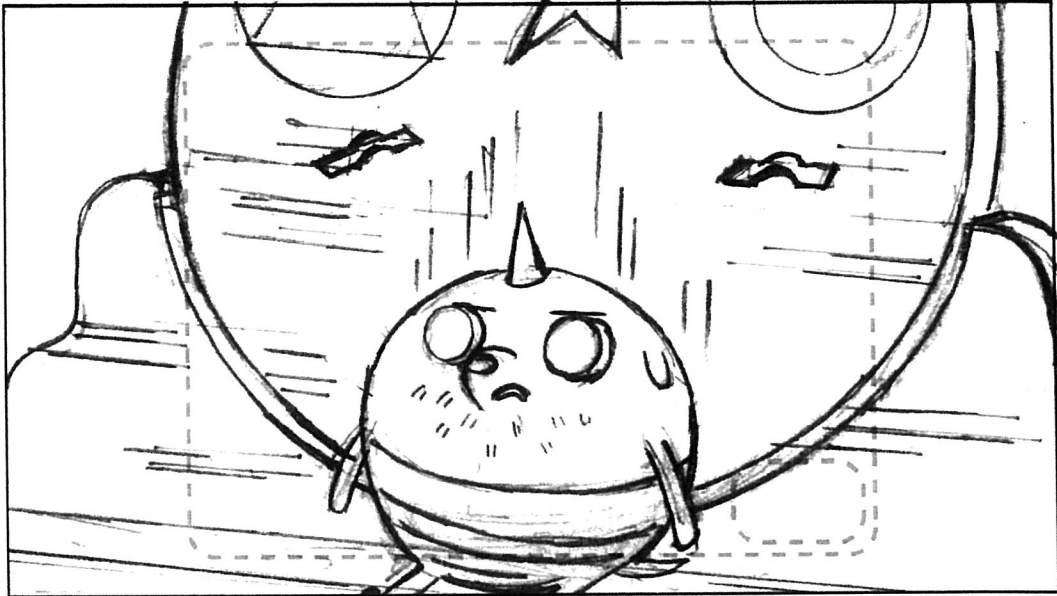


Sc. 204

Pnl. F

Bg.

day night



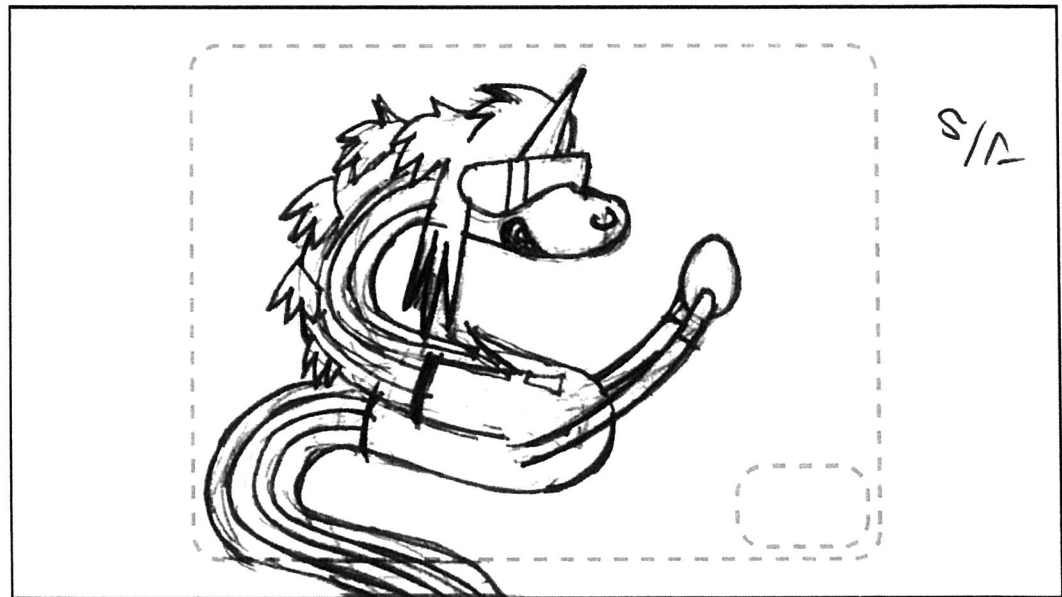
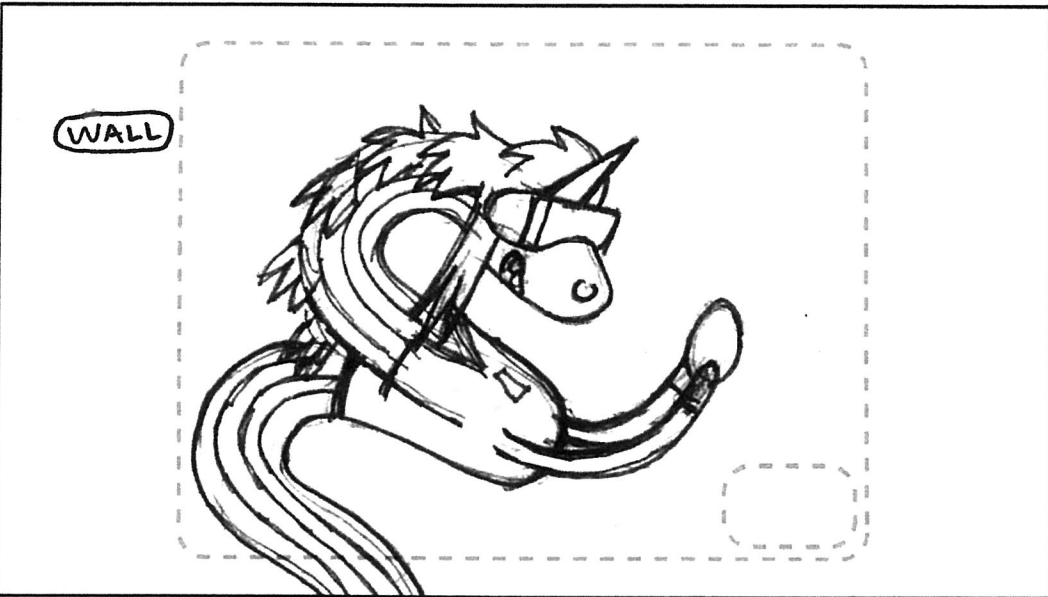
Dialog:	<u>SFX:</u> Clak-clak-clak-clak. [the fasteners un-fastening]	
Action:	The fasteners un-fasten (like, automatically) when the wheel has stopped spinning.	TV drops off of the wheel, so he is now sitting on the altar thing.
Timing:		

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ADVENTURE TIME



Sc. 205 Pnl. A Bg. day night Sc. 205 Pnl. B Bg. day night



Dialog:	<u>Lee:</u> Ha ha ha ha ha! The Crystal <i>MERGENCE</i> of Destruction . . .	<u>Lee:</u> Whoo!
Action:		
Timing:		

EPISODE # 1034-232

Production :

ADVENTURE TIME



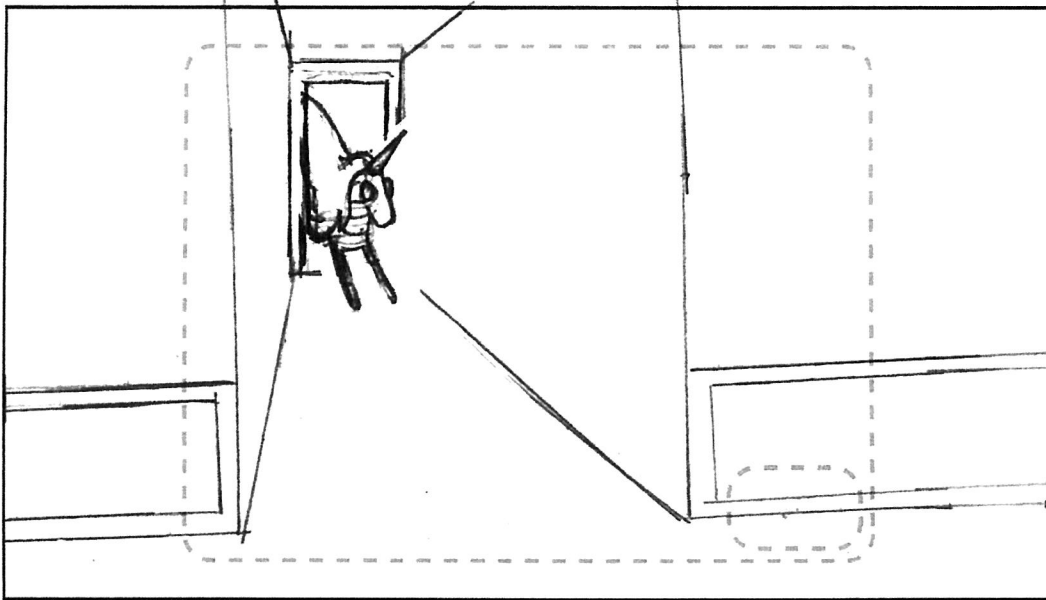
Page 407

Sc. 206

Pnl. A

Bg.

day night

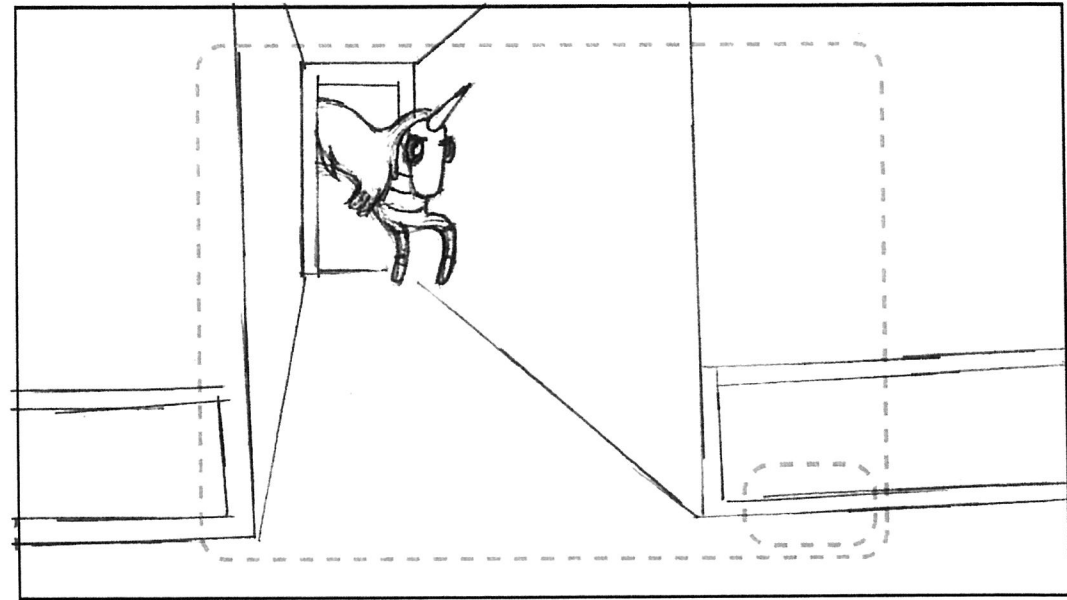


Sc. 206

Pnl. B

Bg.

day night



Dialog:

SFX: * GALLOPING *

Action:

Cut to LP running into the room, from the hallway.

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

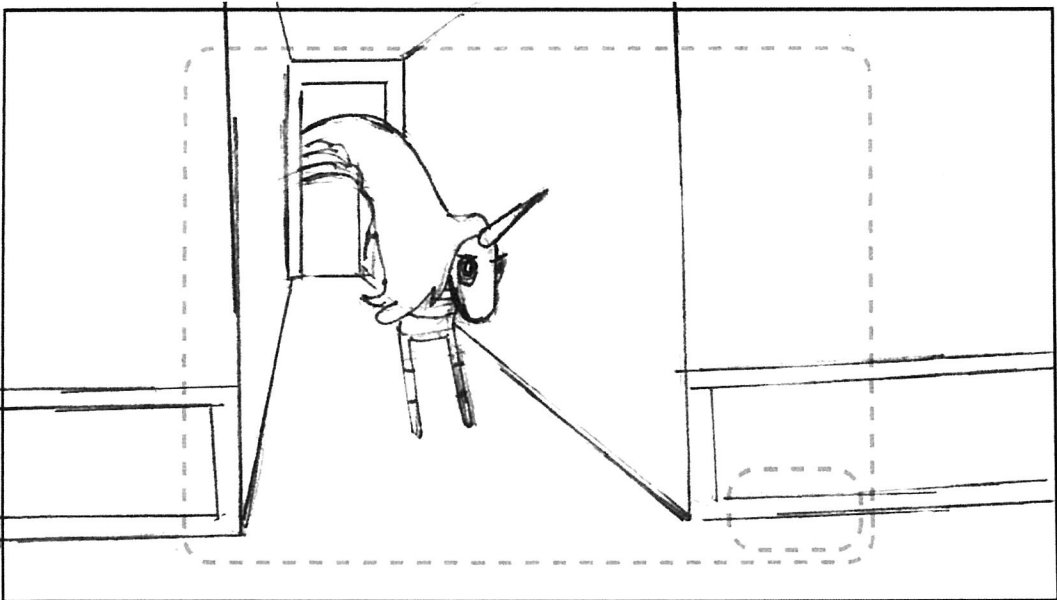


Sc. 206

Pnl. C

Bg.

day night

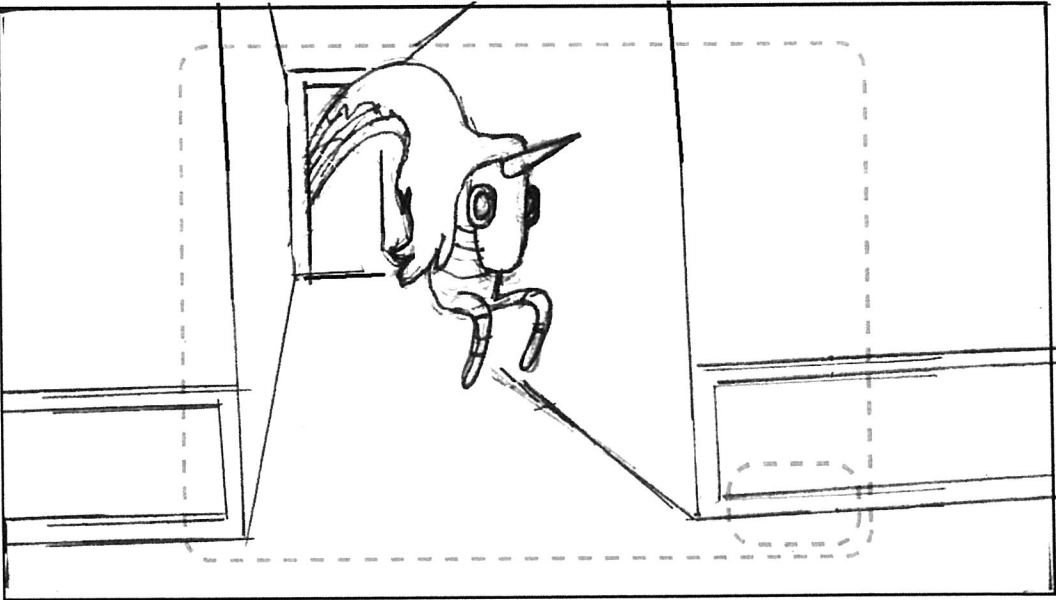


Sc. 206

Pnl. D

Bg.

day night



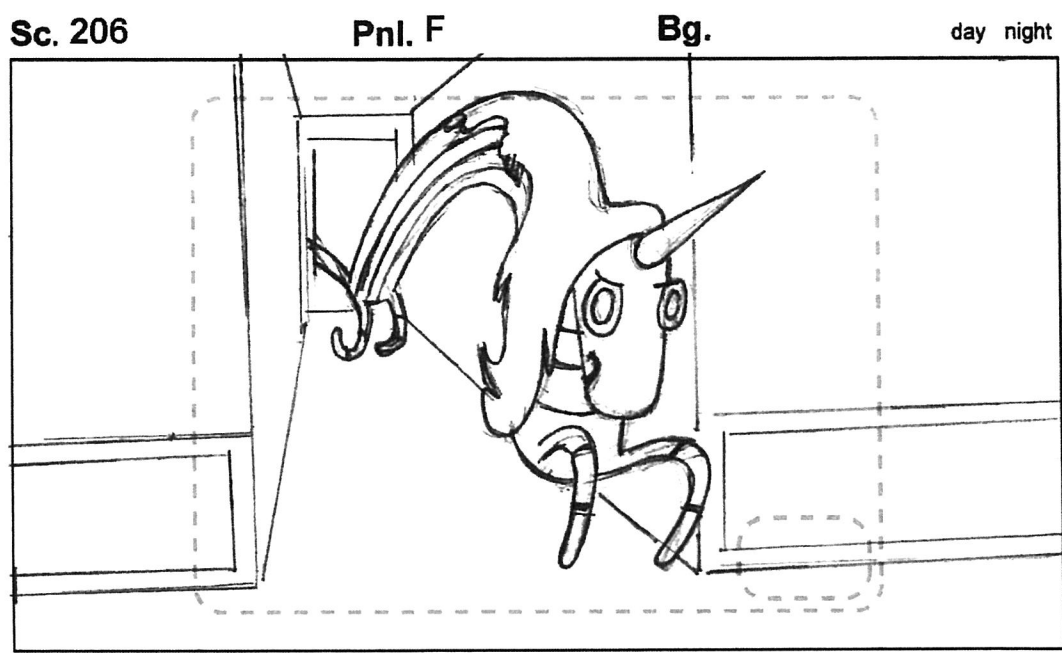
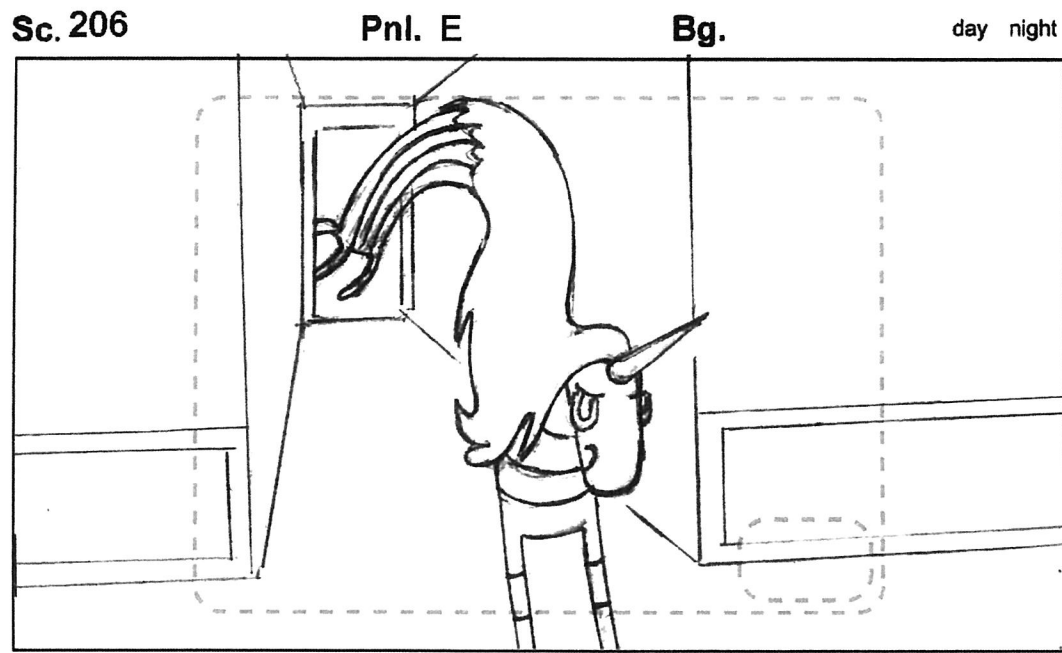
Dialog:
Action:
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Dialog:	<p><u>LR:</u> LEE !</p>
Action:	
Timing:	

EPISODE # 1034-232

Production :

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ADVENTURE TIME

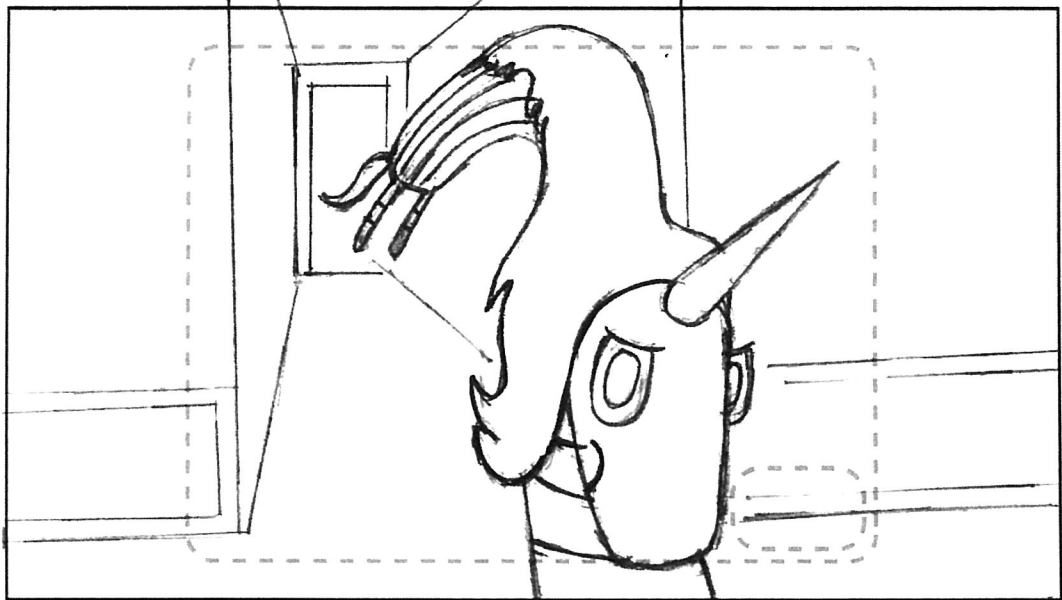


Sc. 206

Pnl. G

Bg.

day night

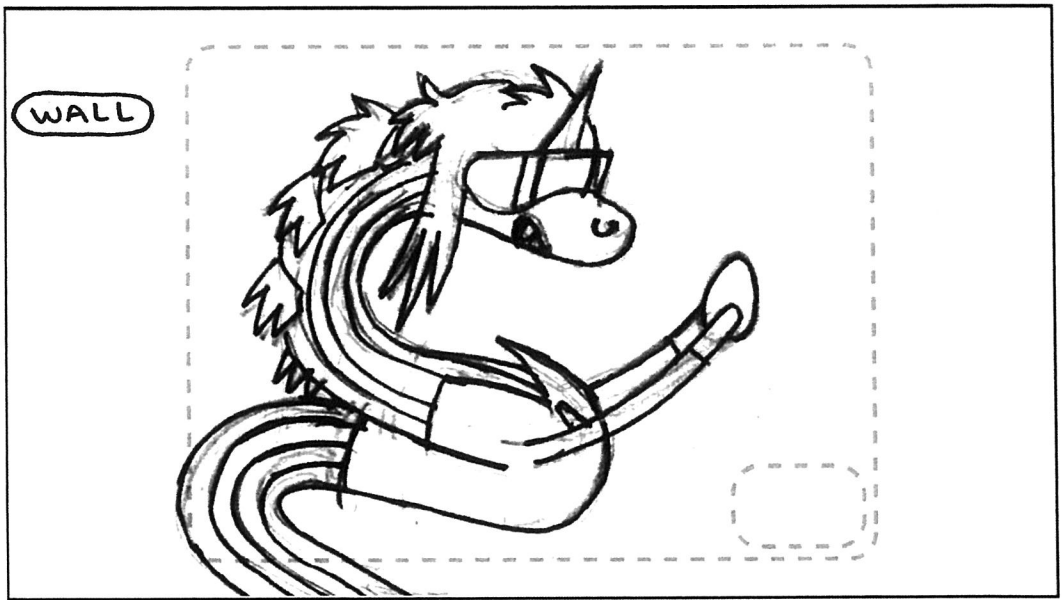


Sc. 207

Pnl. A

Bg.

day night



Dialog:
Action:
Timing:

On Lee.

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Sc. 207	Pnl. B	Bg.	day night	Sc. 208	Pnl. A	Bg.	day night

Dialog:	<u>Lee</u> : Lady!	
Action:	Lee turns and sees LR.	Close on TV, who sees LR.
Timing:		

EPISODE # 1034-232
Production :

ADVENTURE TIME



Sc. 208

Pnl. B

Bg.

day night

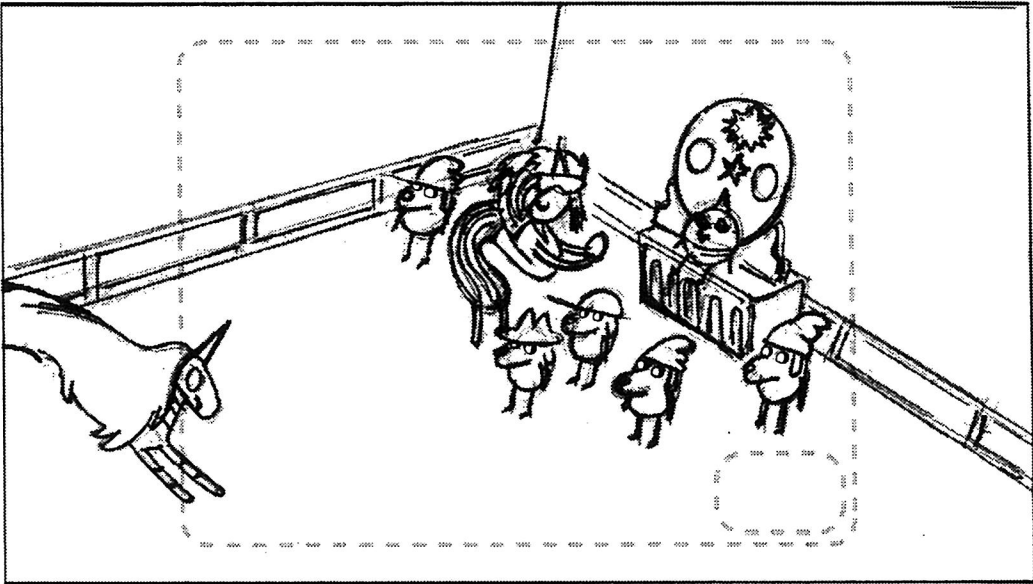


Sc. 209

Pnl. A

Bg.

day night



Dialog:

TV: Mommy!

Lee: Hey! Great to see you, BARY,

Action:

LR runs over to Lee and the dogs and YV.

Timing:

ADVENTURE TIME

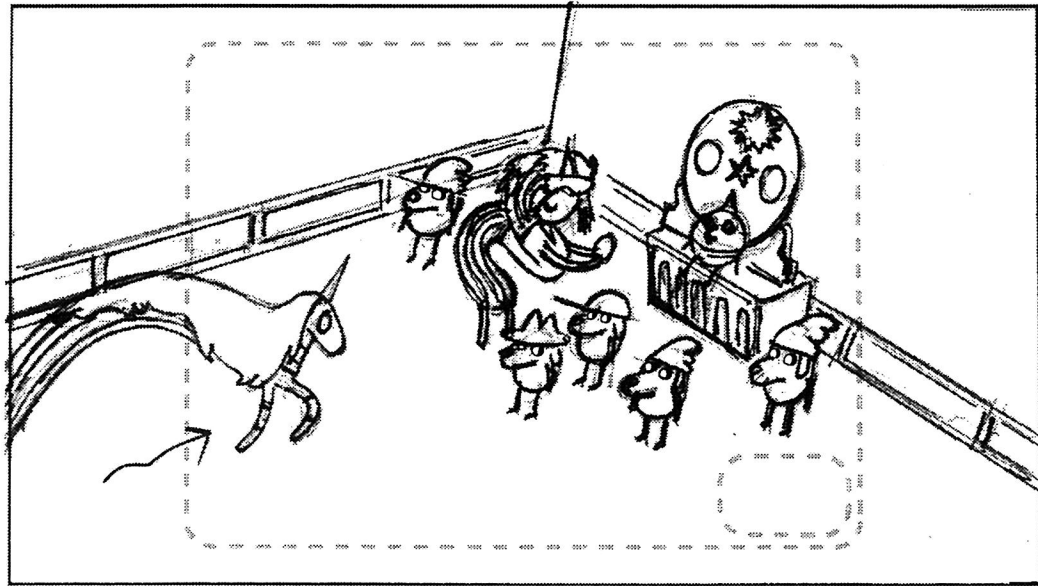


Sc. 209

Pnl. B

Bg.

day night

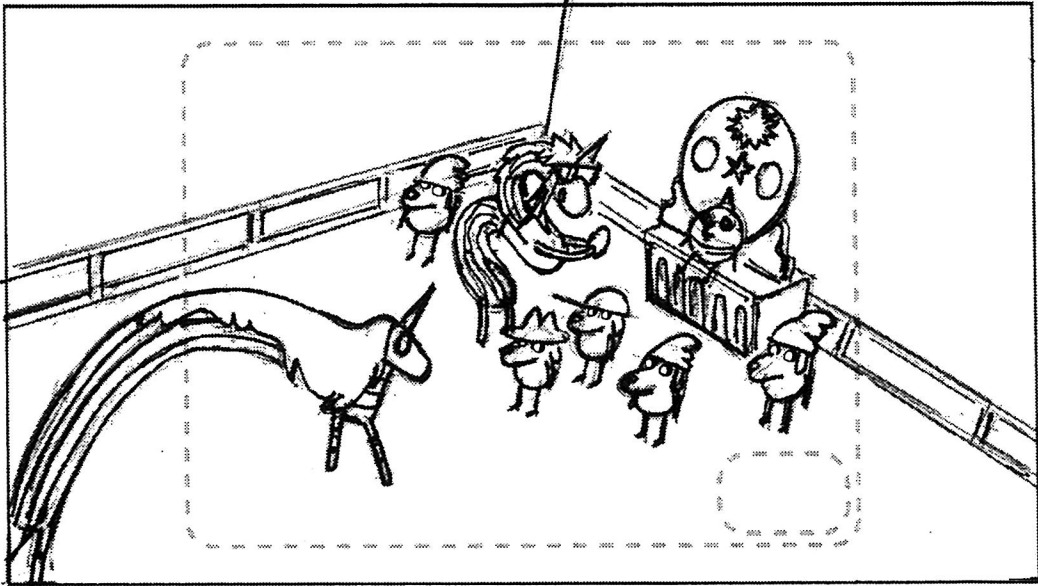


Sc. 209

Pnl. C

Bg.

day night



Dialog:

Lee: Get her, boys!

Action:

Timing:

ADVENTURE TIME



Sc. 209

Pnl. D

Bg.

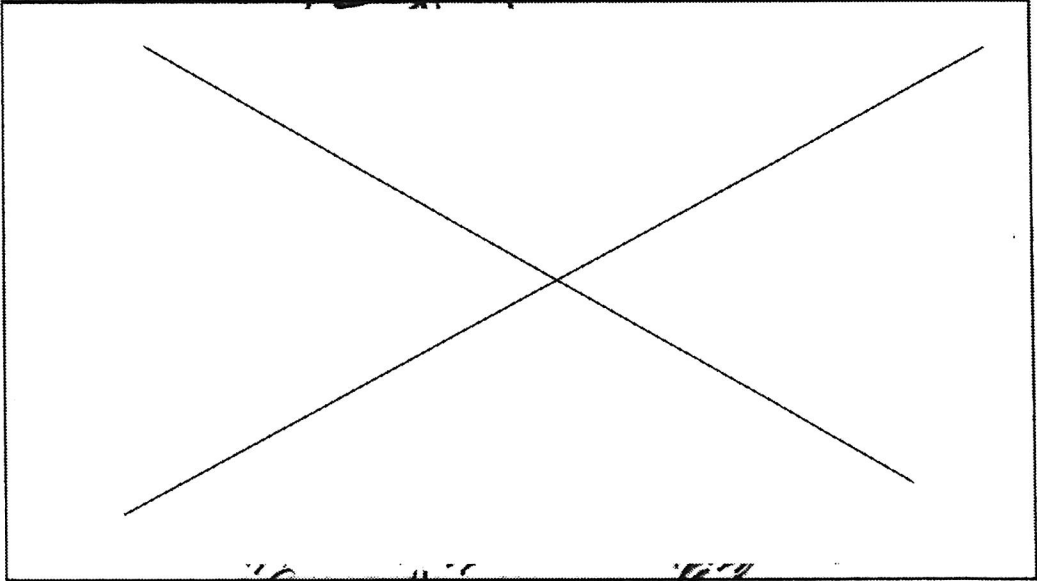
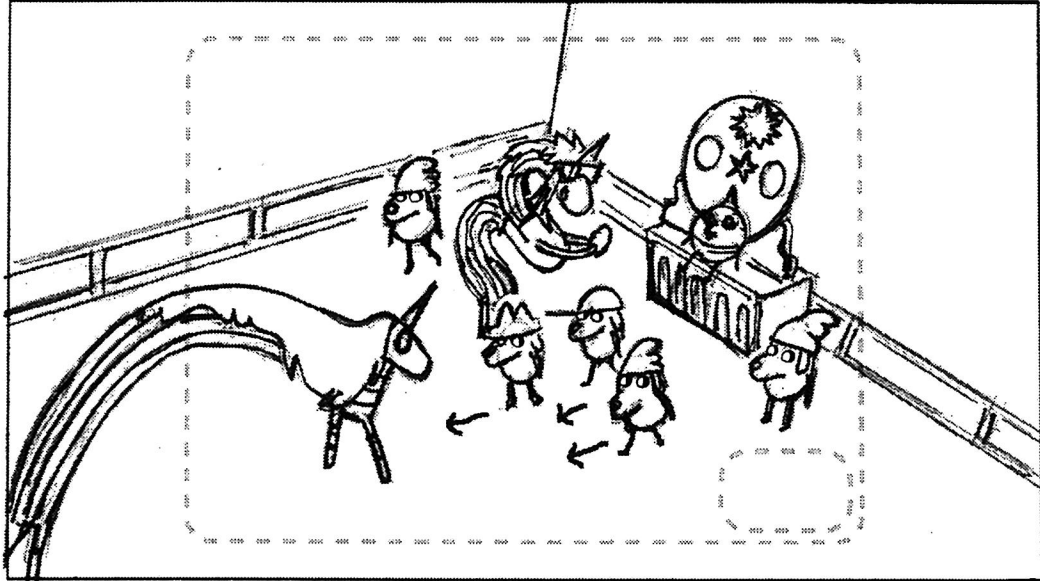
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action: The dogs start walking toward LR.

Timing:

EPISODE # 1034-232

Production :

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No scene 210

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc. 211	Pnl. A	Bg.	day	night

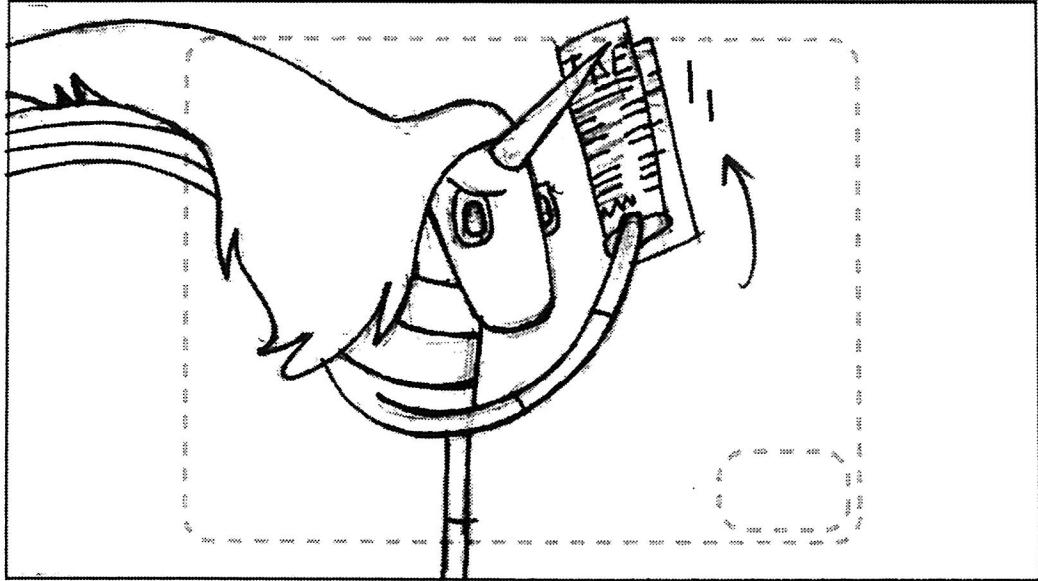
Dialog:
Action: <div>On LR, seen from dogs POV.</div>
Timing:

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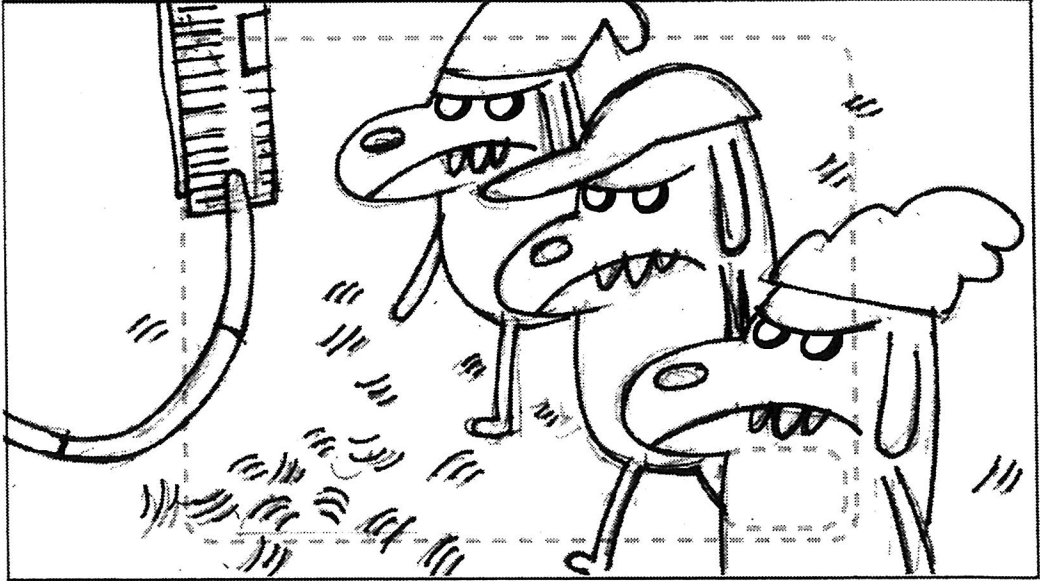
ADVENTURE TIME



Sc. 211 Pnl. D Bg. day night



Sc. 212 Pnl. A Bg. day night



Dialog:	
Action:	LR antic. swatting with the newspaper. Close on dogs walking toward LR.
Timing:	

ADVENTURE TIME

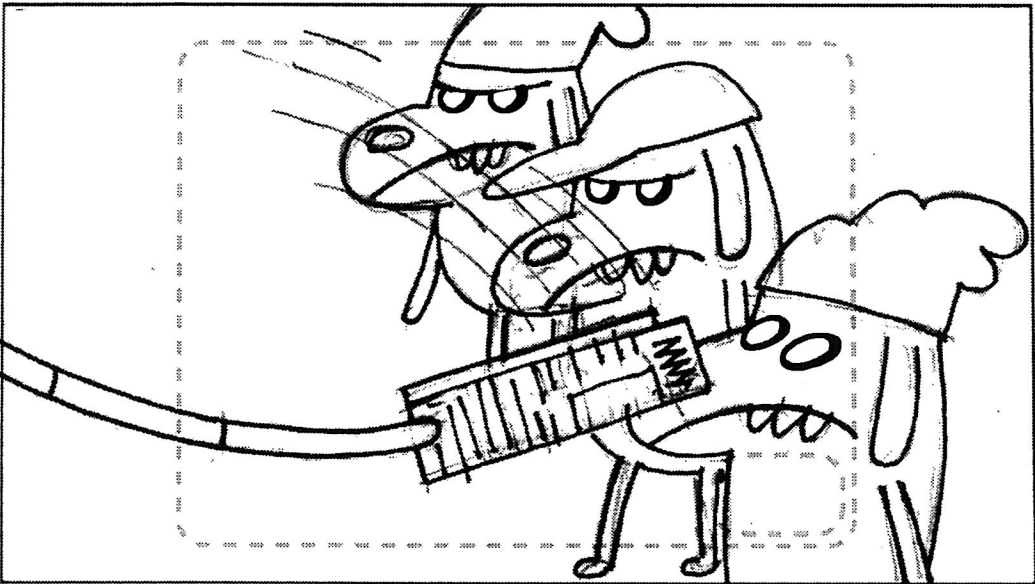


Sc. 212

Pnl. B

Bg.

day night

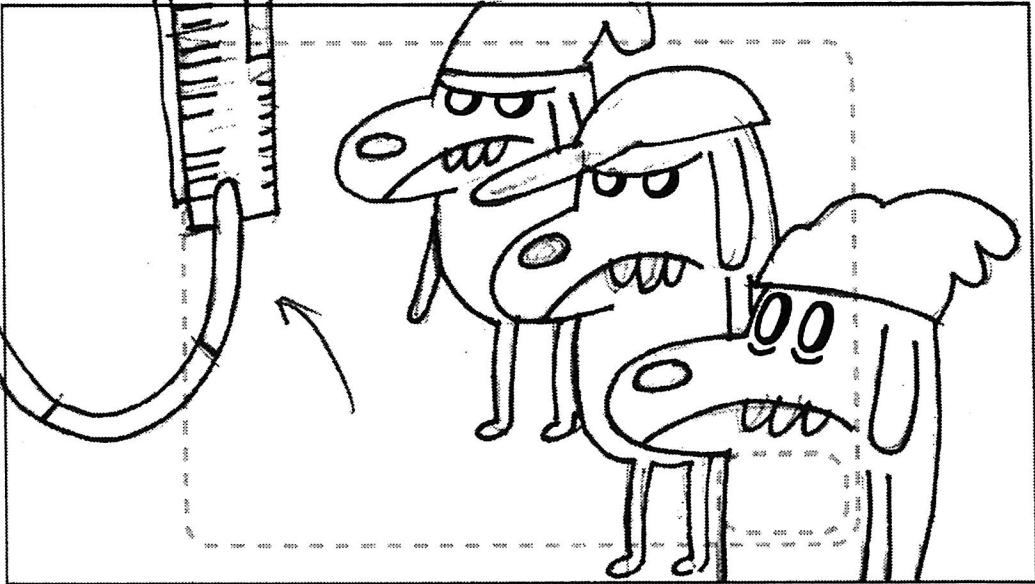


Sc. 212

Pnl. C

Bg.

day night



Dialog:

SFX: Swat!

Action:

LR swats the dogs, really quickly and deftly,
swat swat swat!

Timing:

ADVENTURE TIME

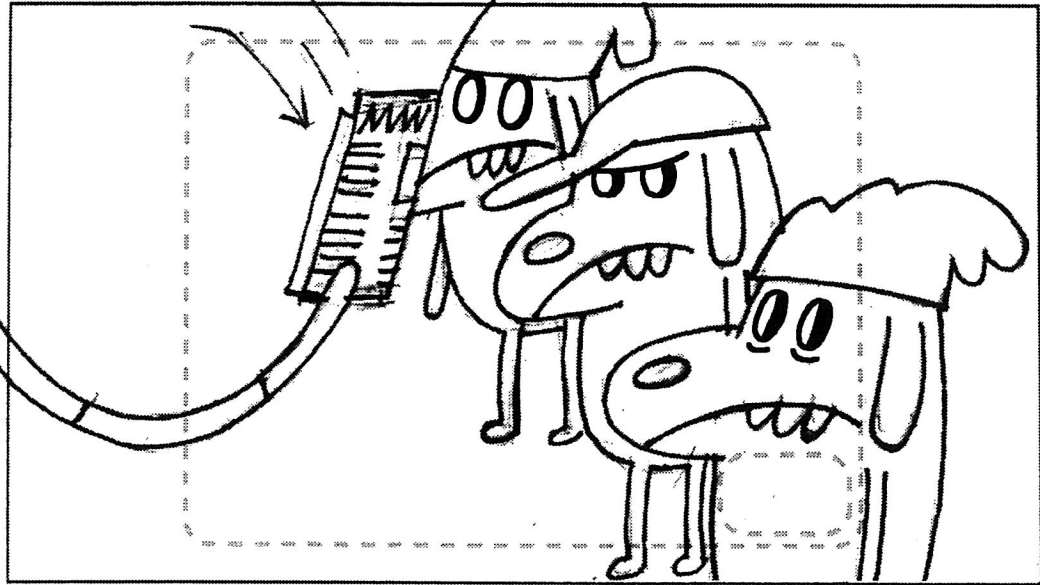


Sc. 212

Pnl. D

Bg.

day night

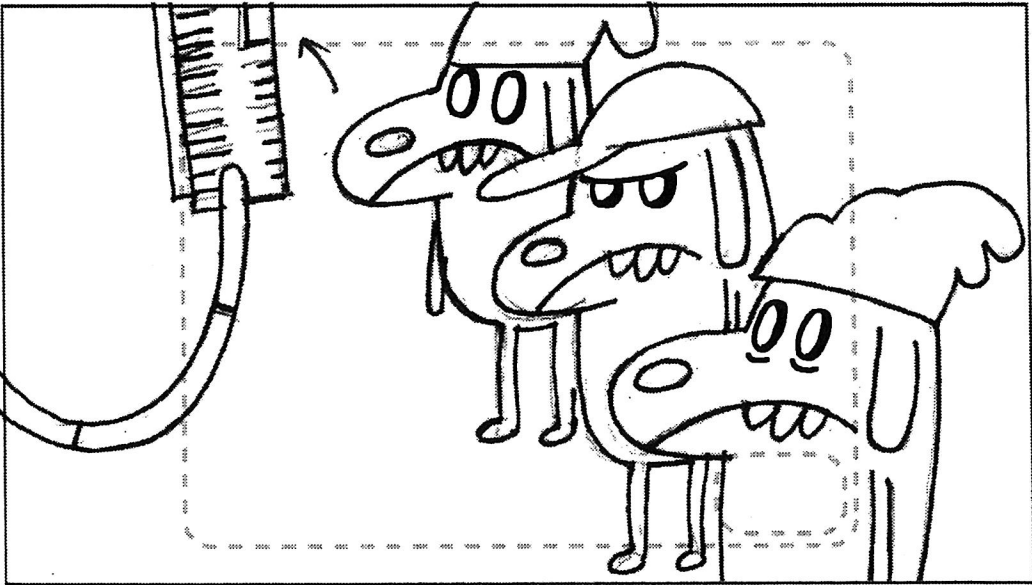


Sc. 212

Pnl. E

Bg.

day night



Dialog:
<u>SFX</u> : Swat!
Action:
Timing:

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ADVENTURE TIME

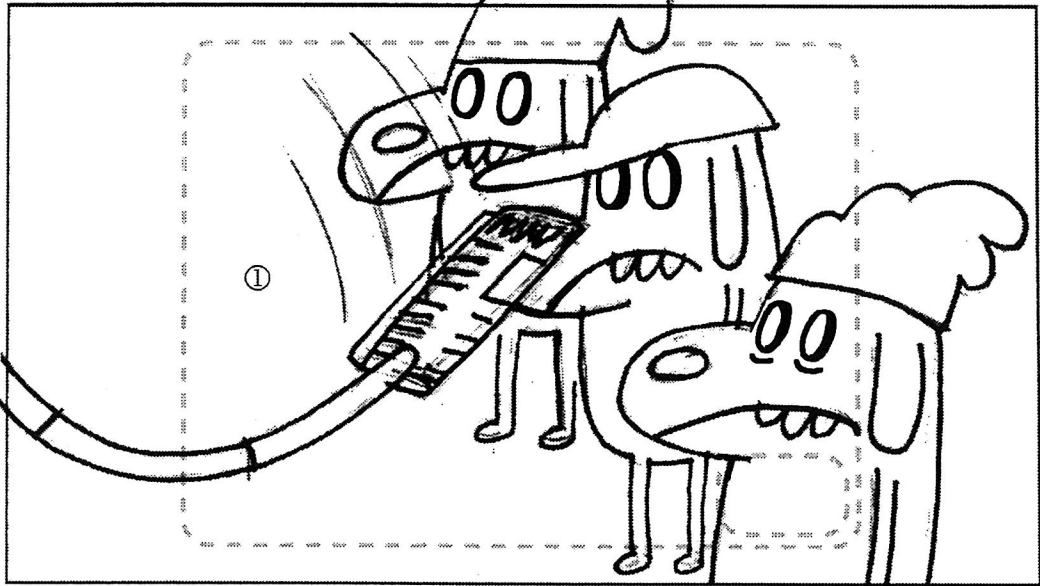


Sc. 212

Pnl. F

Bg.

day night

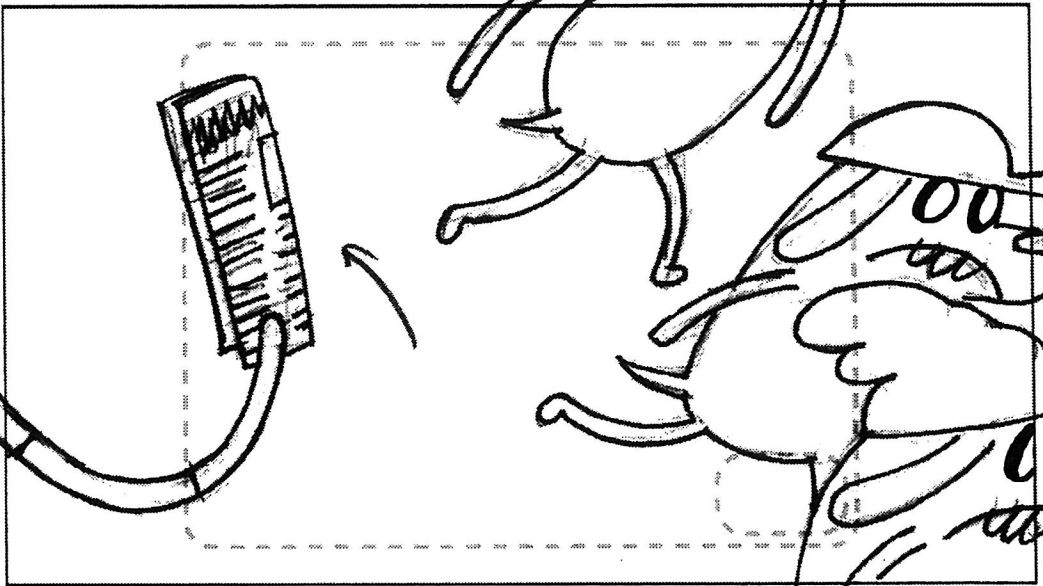


Sc. 212

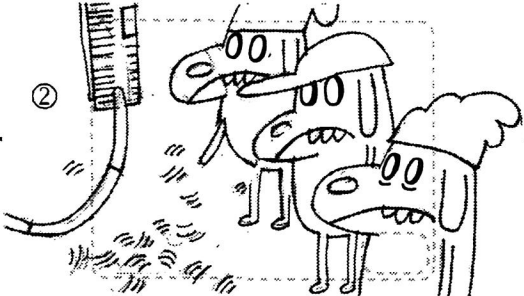
Pnl. G

Bg.

day night



Dialog:	
<u>SFX:</u> Swat!	
Action:	The dogs run away quickly.
Timing:	



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ADVENTURE TIME



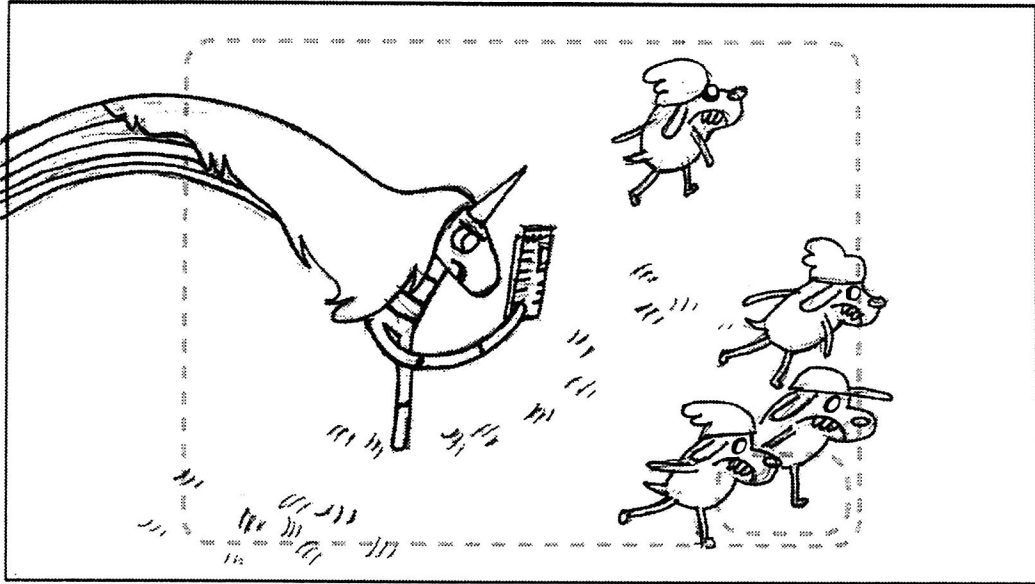
Page 421

Sc. 213

Pnl. A

Bg.

day night

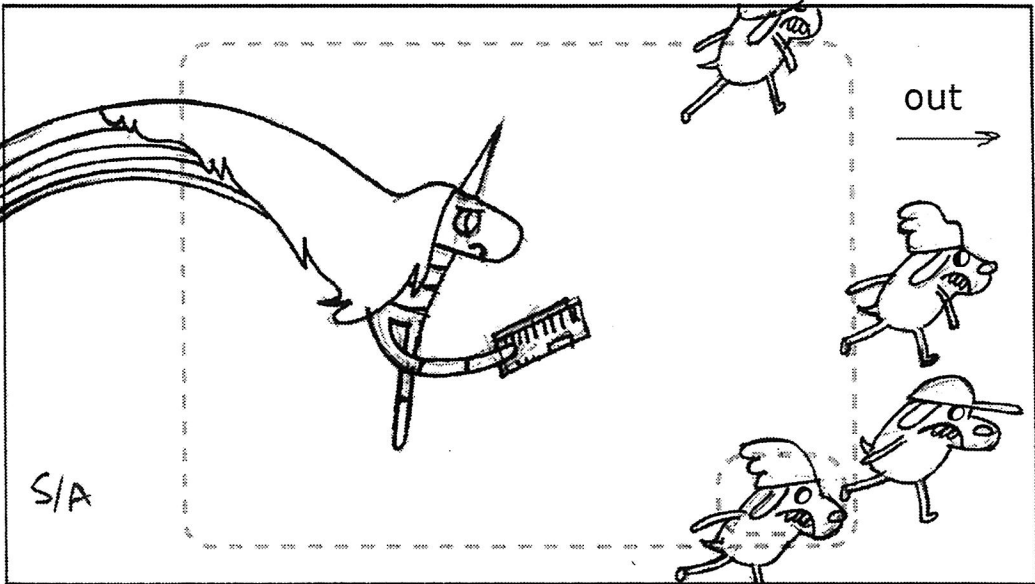


Sc. 213

Pnl. B

Bg.

day night



Dialog:

DOGS : * YELPS *

Action:

Wider on the dogs running away from LR.

Timing:

ADVENTURE TIME



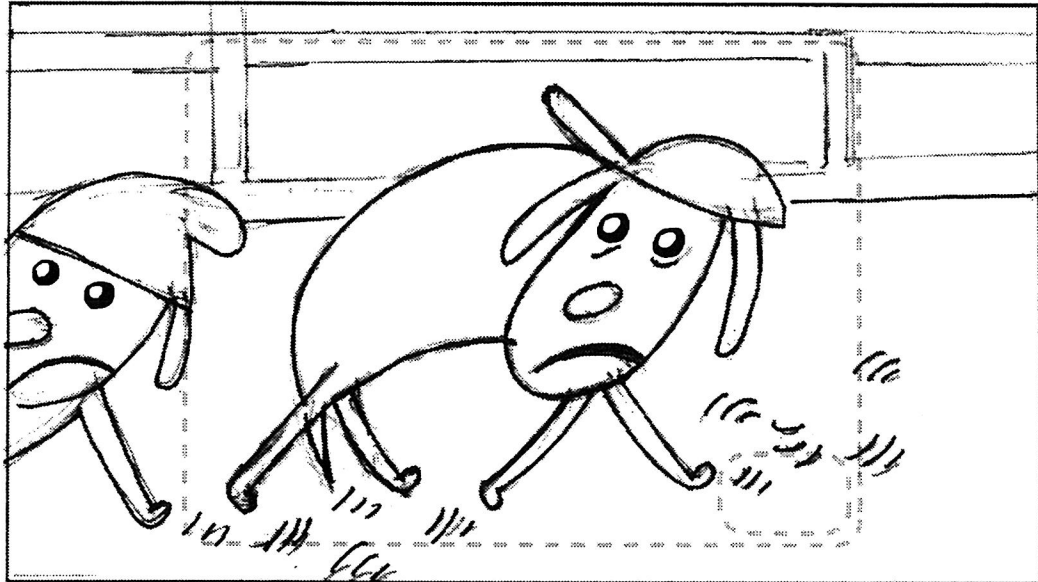
Page 422

Sc. 214

Pnl. A

Bg.

day night

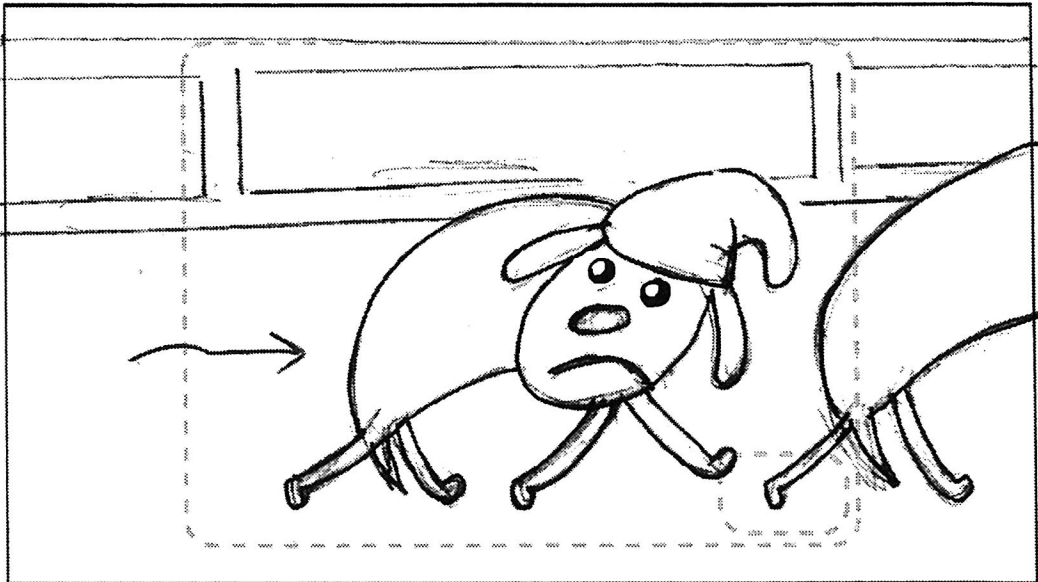


Sc. 214

Pnl. B

Bg.

day night



Dialog:

Action:

A close shot of two dogs walking away,
looking totally defeated.

Timing:

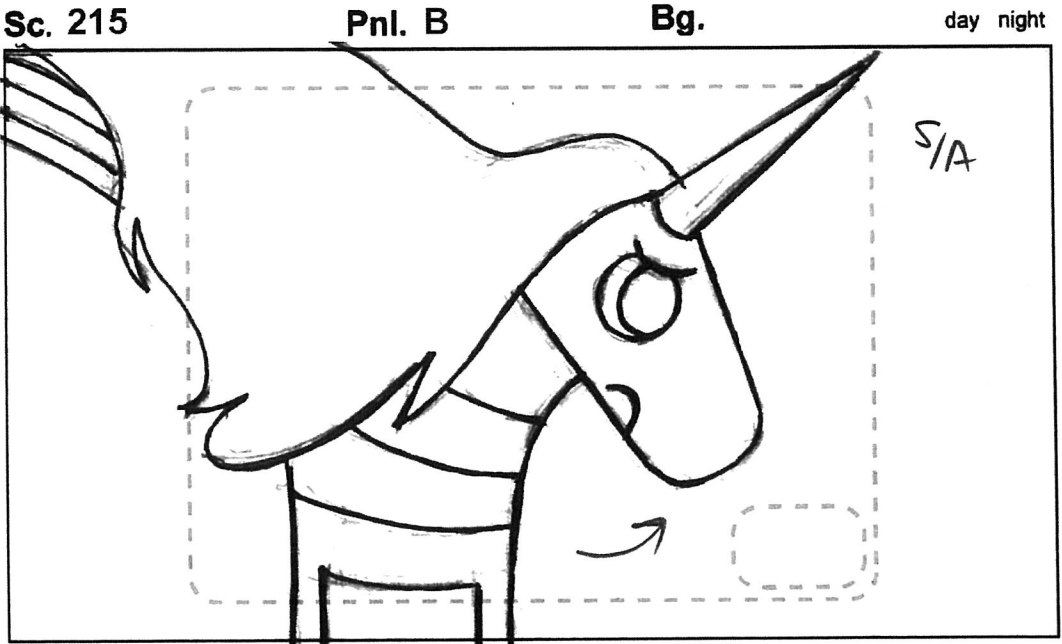
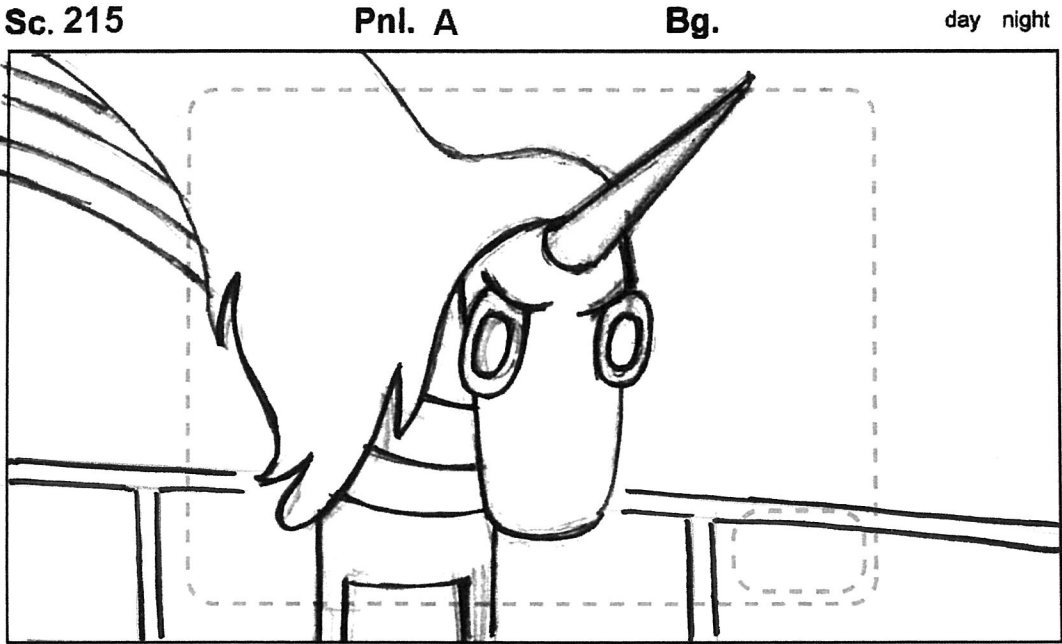
EPISODE # 1034-232

Production :

ADVENTURE TIME



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Dialog:	(o/s) <u>Lee:</u> Ha ha ha!
Action:	- Close on LR. looking at the retreating dogs. - LR looks toward Lee.
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 430

Sc.

Pnl.

Bg.

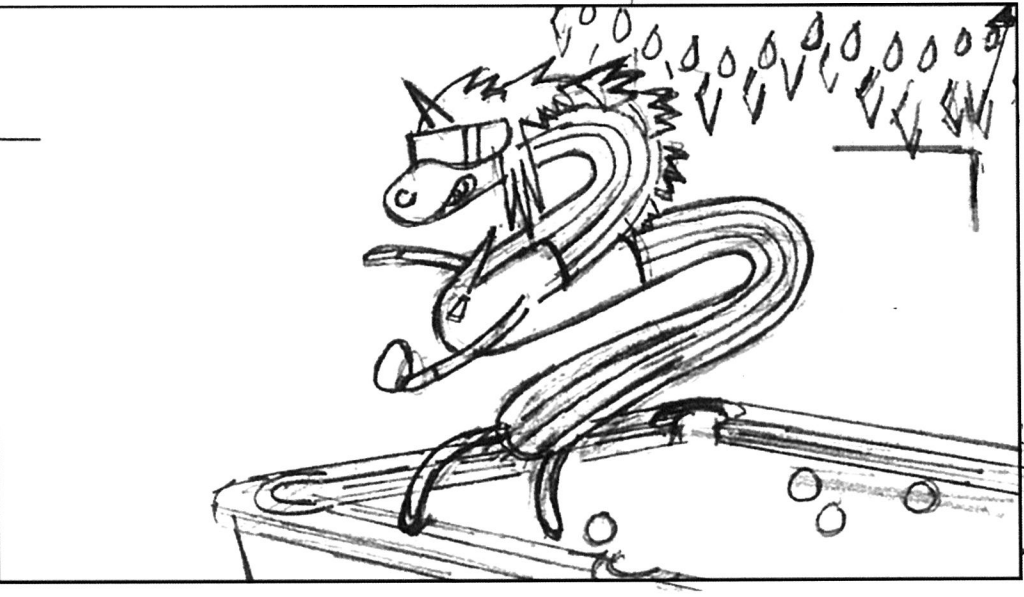
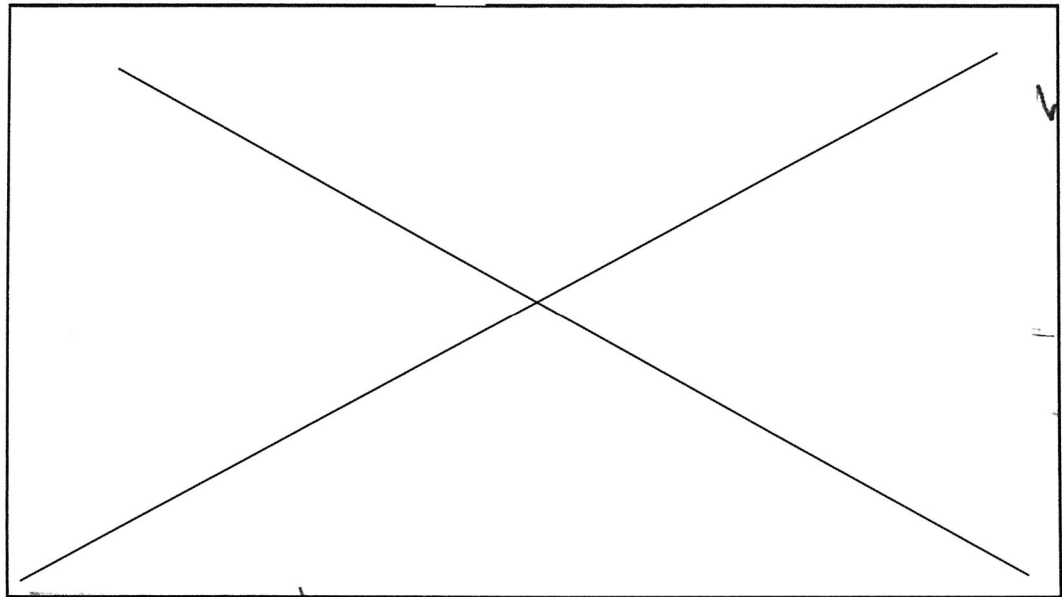
day night

Sc. 220

Pnl. A

Bg.

day night



Dialog:

SFX: Tinkle tinkle tinkle [chandelier]

Lee: Why don't you --

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



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Sc. 220

Pnl. B

Bg.

day night

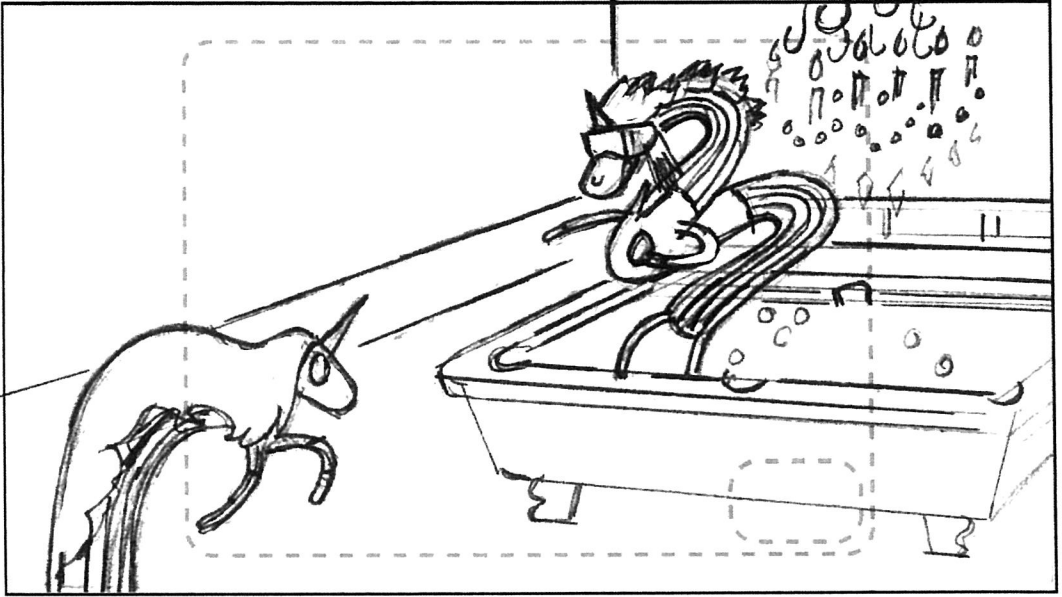


Sc. 221

Pnl. A

Bg.

day night



Dialog:

Lee: -- join my cause, baby?

LEE: " DOGS FOR APATHY."

Action:

Timing:

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ADVENTURE TIME

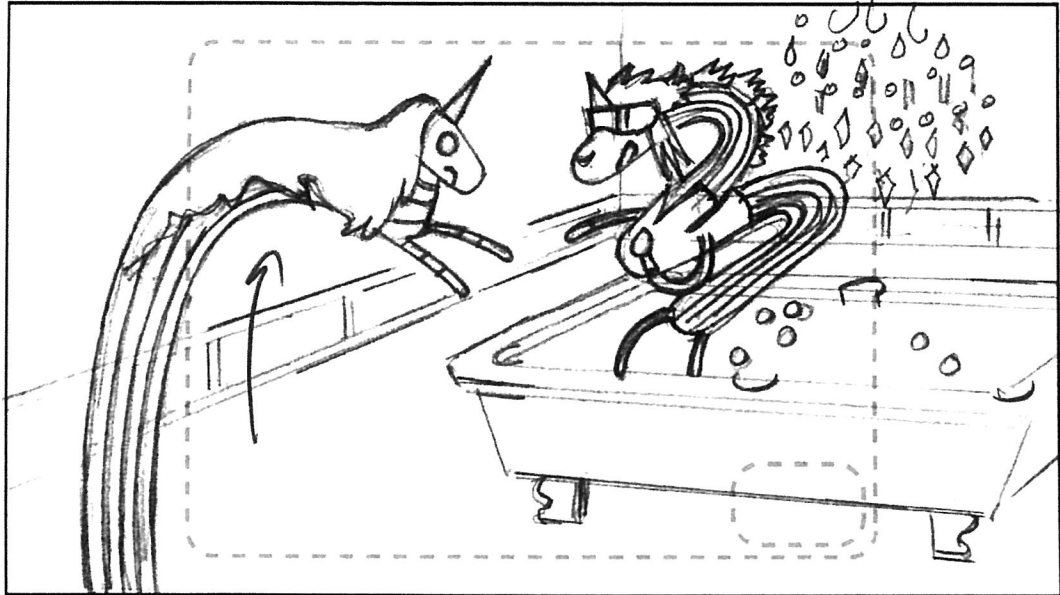


Sc. 221

Pnl. B

Bg.

day night

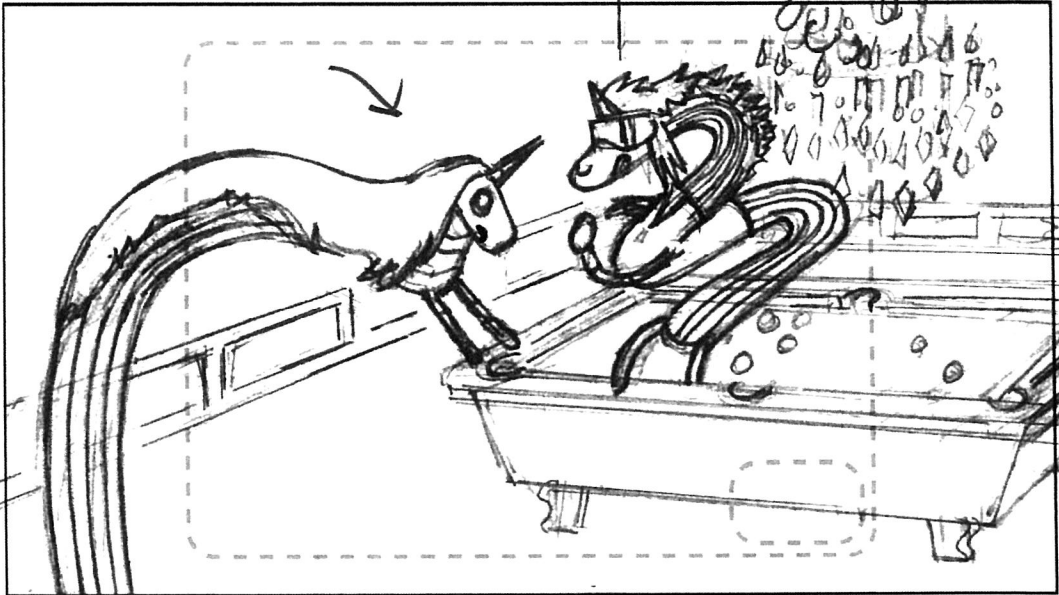


Sc. 221

Pnl. C

Bg.

day night



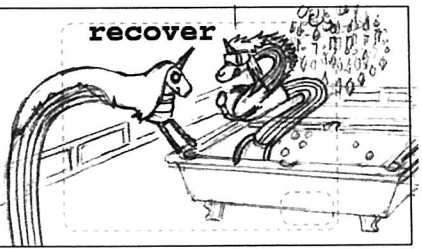
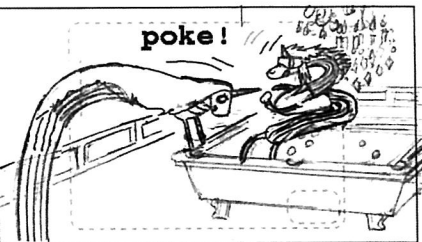
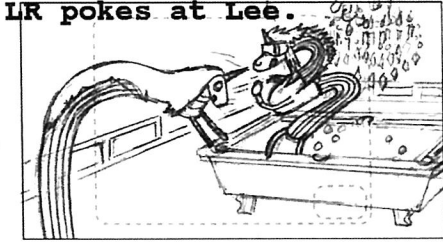
Dialog:

Action:

Timing:

LR: I thought you were AGAINST DOGS!

LR pokes at Lee.

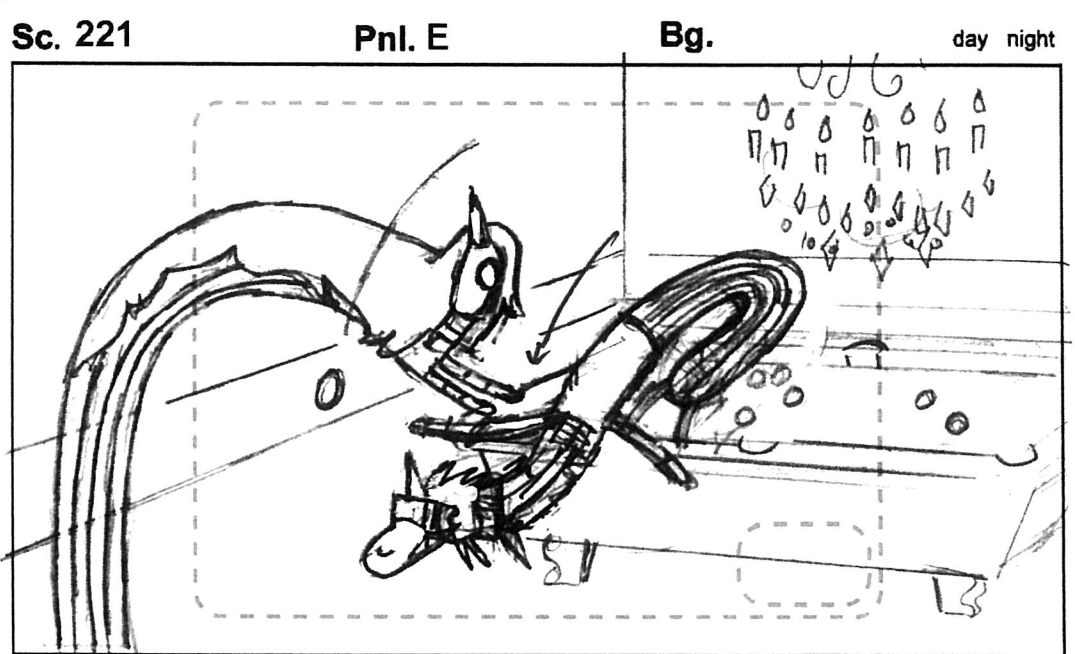
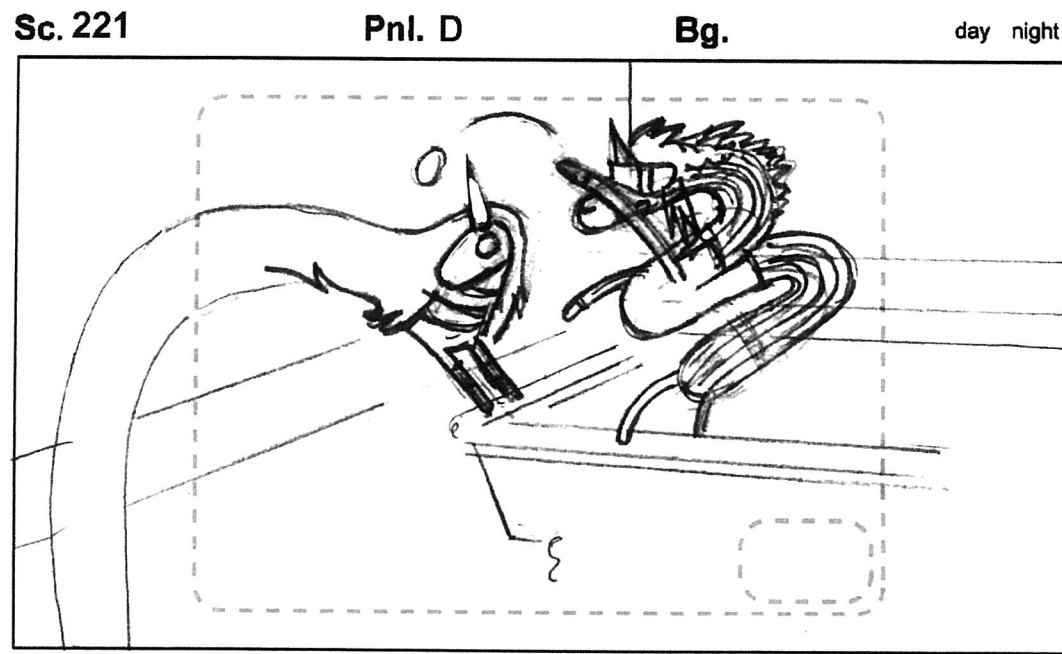


EPISODE # 1034-232

Production :

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ADVENTURE TIME



Dialog:	<u>Lee</u> : That was <u>then</u> . . .
Action:	- LEE THROWS CRYSTAL MERGENCE
Timing:	

EPISODE # 1034-232
Production :

ADVENTURE TIME



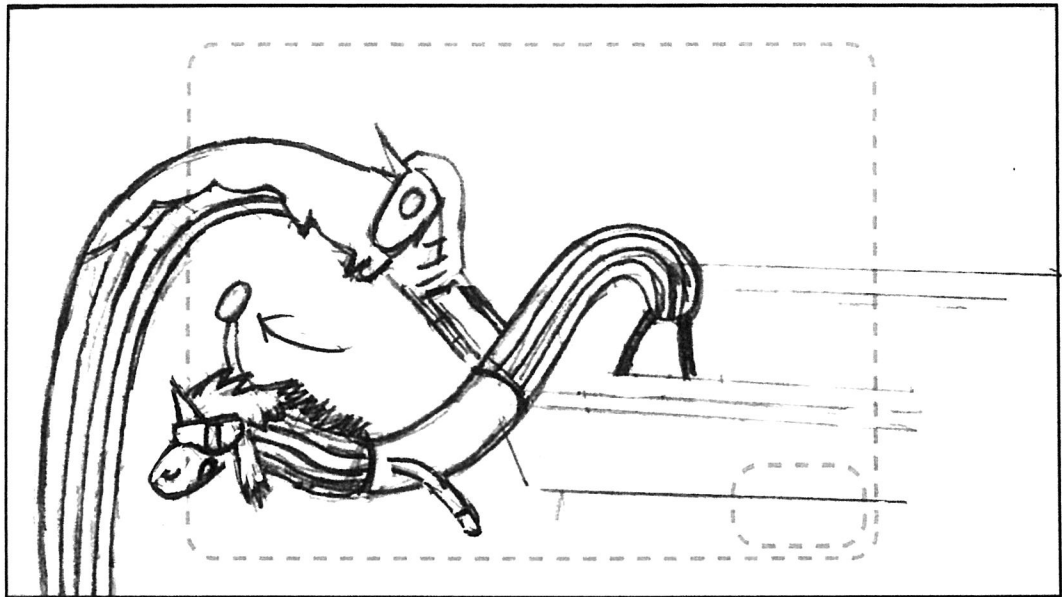
Page 434

Sc. 221

Pnl. F

Bg.

day night

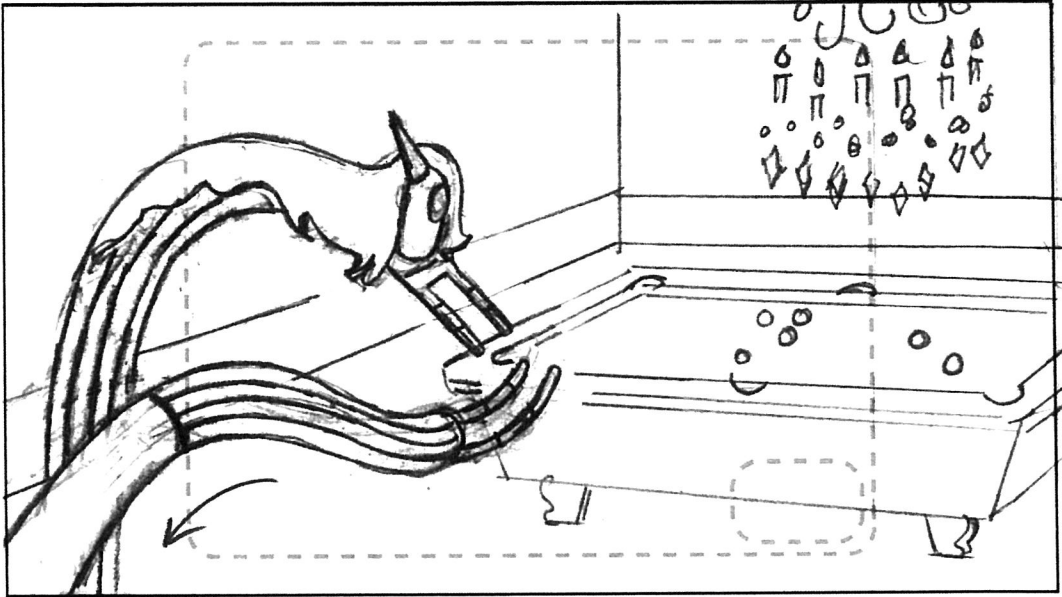


Sc. 221

Pnl. G

Bg.

day night



Dialog:

Lee: Now the rainicorns are ruling the
ROOST --

Action:

- LEE CATCHES MERGENCE - LEE FLIES OFF/S.

Timing:

EPISODE # 1034-232
Production :

ADVENTURE TIME



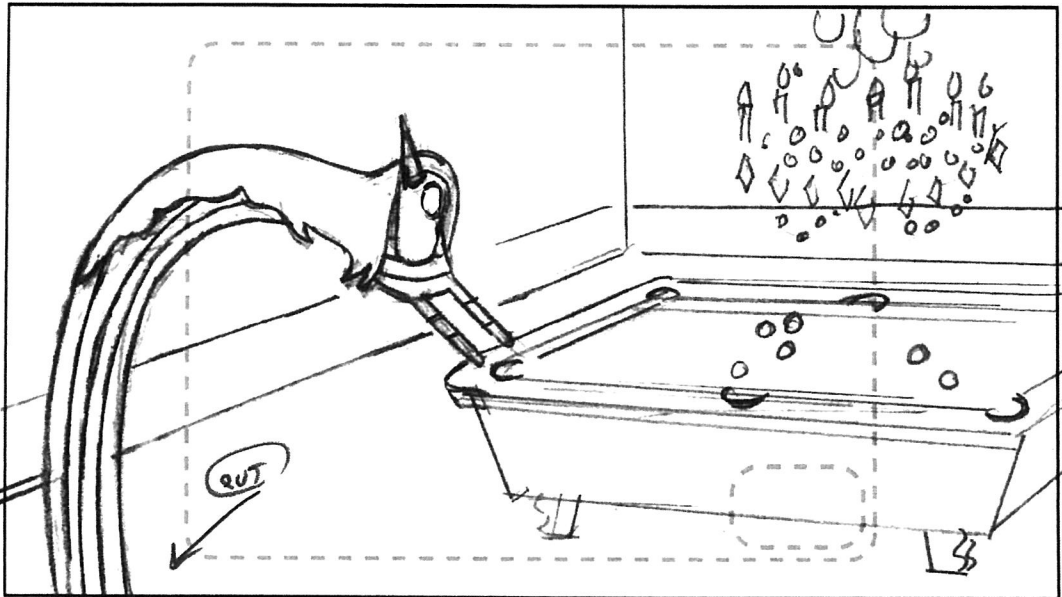
Page 435

Sc. 221

Pnl. H

Bg.

day night

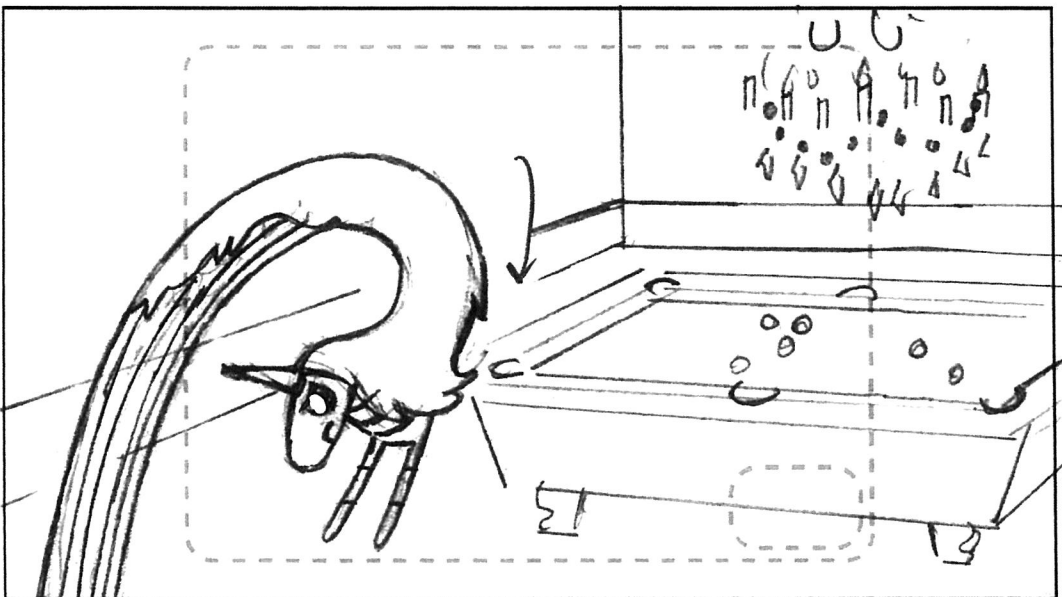


Sc. 221

Pnl. I

Bg.

day night



Dialog:

Lee: -- underdogs are always cooler!

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



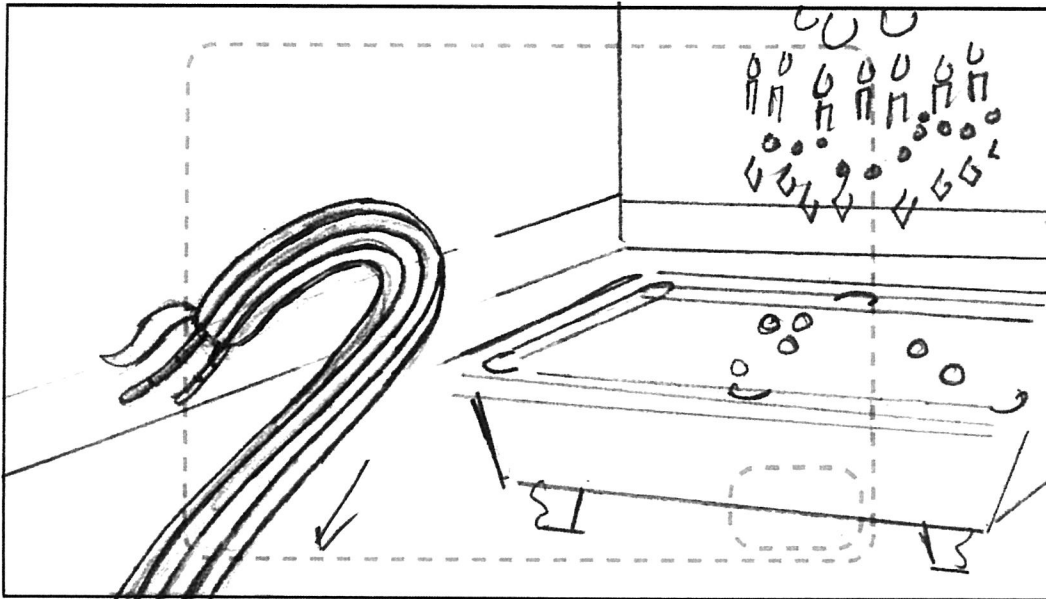
Page 436

Sc. 221

Pnl. J

Bg.

day night

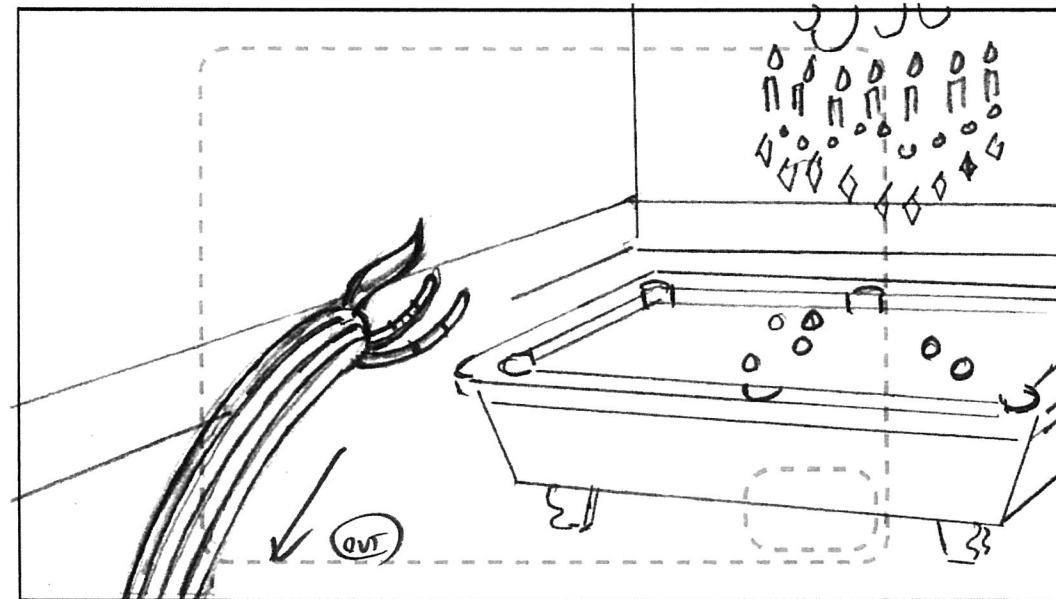


Sc. 221

Pnl. K

Bg.

day night



Dialog:

SFX: * WHOOSH *

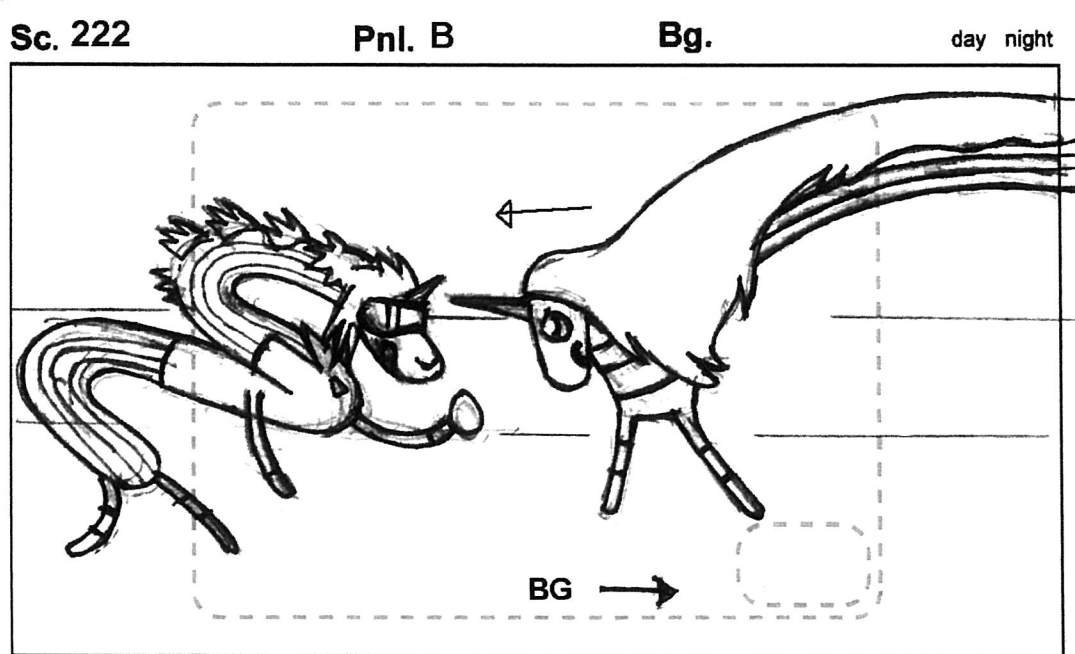
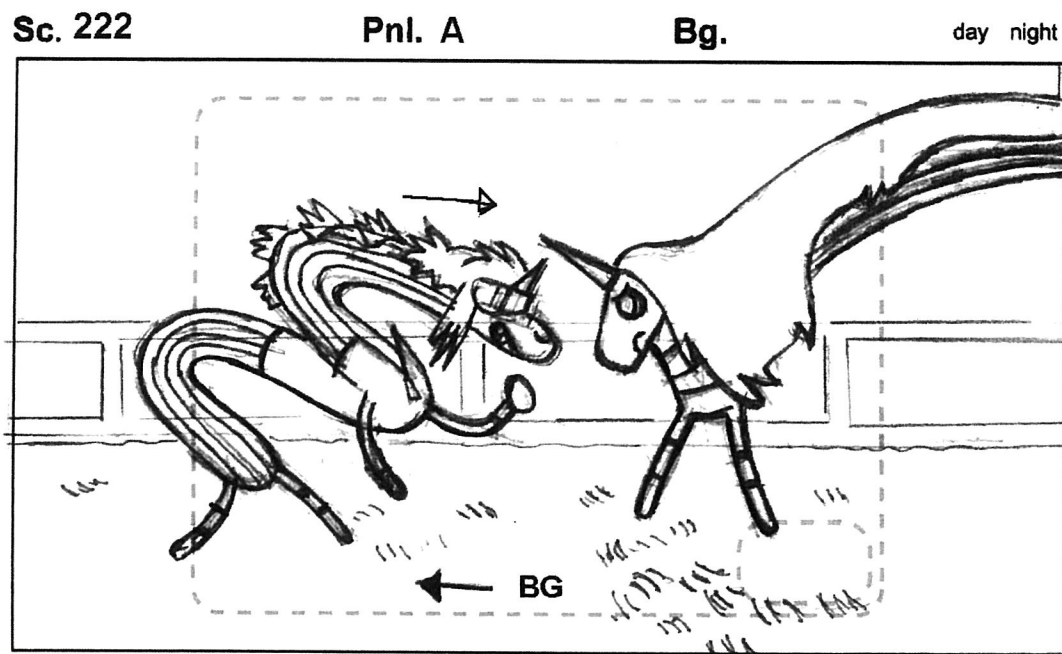
Action:

~LR FLIES OFF/S.

Timing:

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ADVENTURE TIME



Dialog:	<u>Lee</u> : Come on, Lady! Join the losing team!	<u>LR</u> : YOU used to be about something, man!
Action:	- LR LUNGES W/ HORN	
Timing:		

EPISODE # 1034-232
Production :

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ADVENTURE TIME

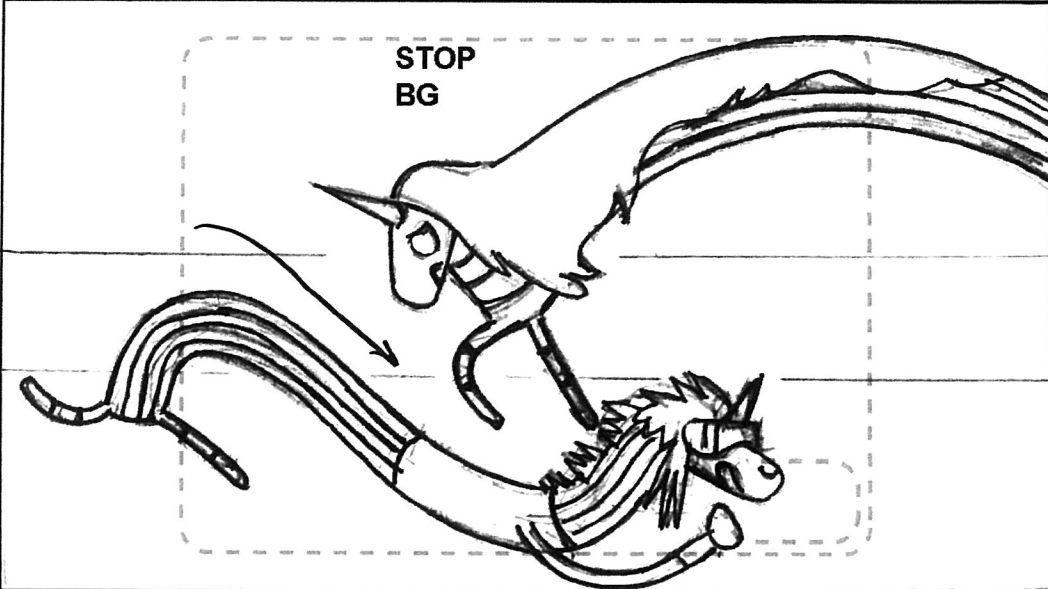


Sc. 222

Pnl. C

Bg.

day night

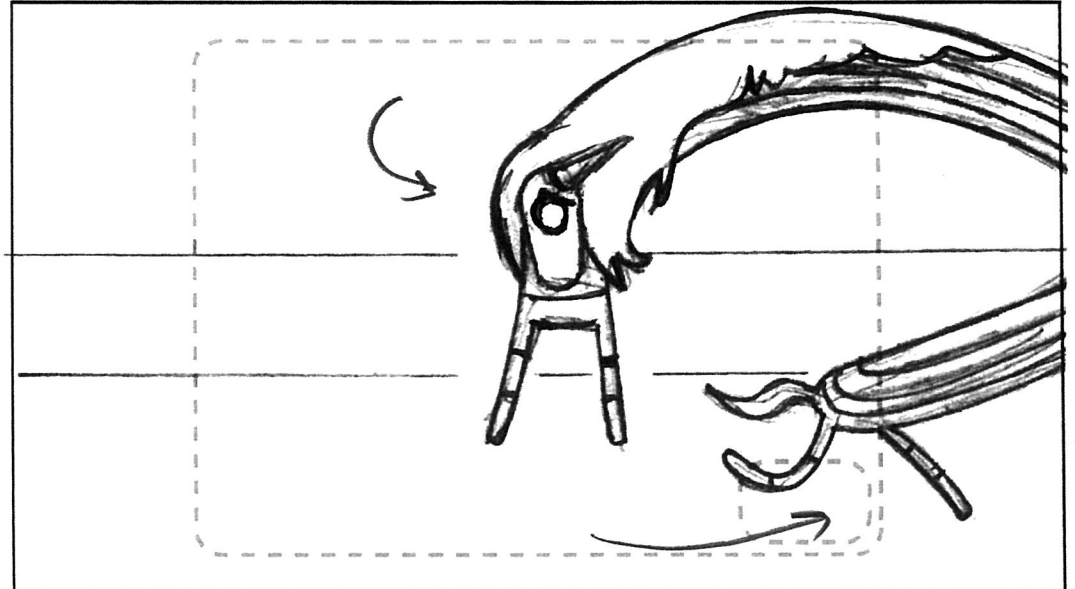


Sc. 222

Pnl. D

Bg.

day night



Dialog:	<u>Lee</u> : Nah not really!	
Action:	- LEE SWOOPS PAST LADY LIKE A SNAKE.	- LR TURNS. - LEE RUNS OFF/S.
Timing:		

EPISODE # 1034-232

Production :

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ADVENTURE TIME



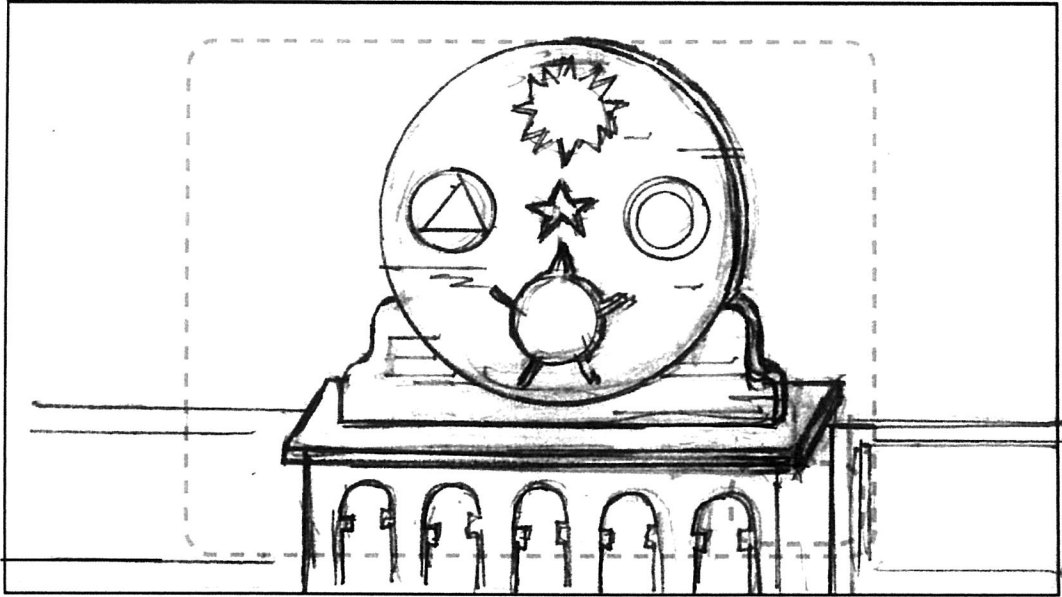
Page 439

Sc. 223

Pnl. A

Bg.

day night

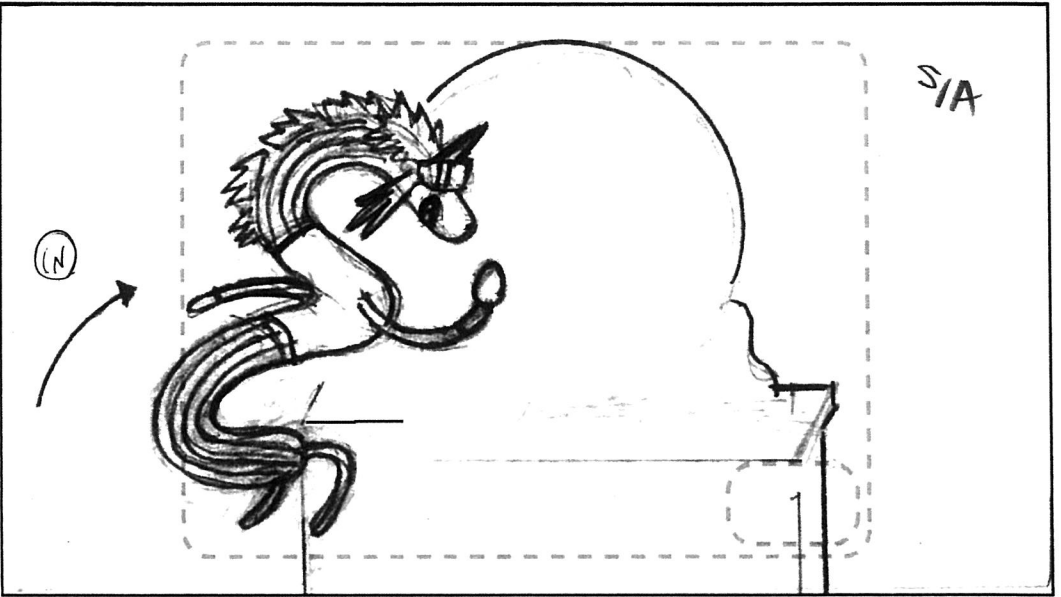


Sc. 223

Pnl. B

Bg.

day night



Dialog:	
Action:	Lee jumps onto the altar thing.
Timing:	

EPISODE # 1034-232

Production :

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ADVENTURE TIME

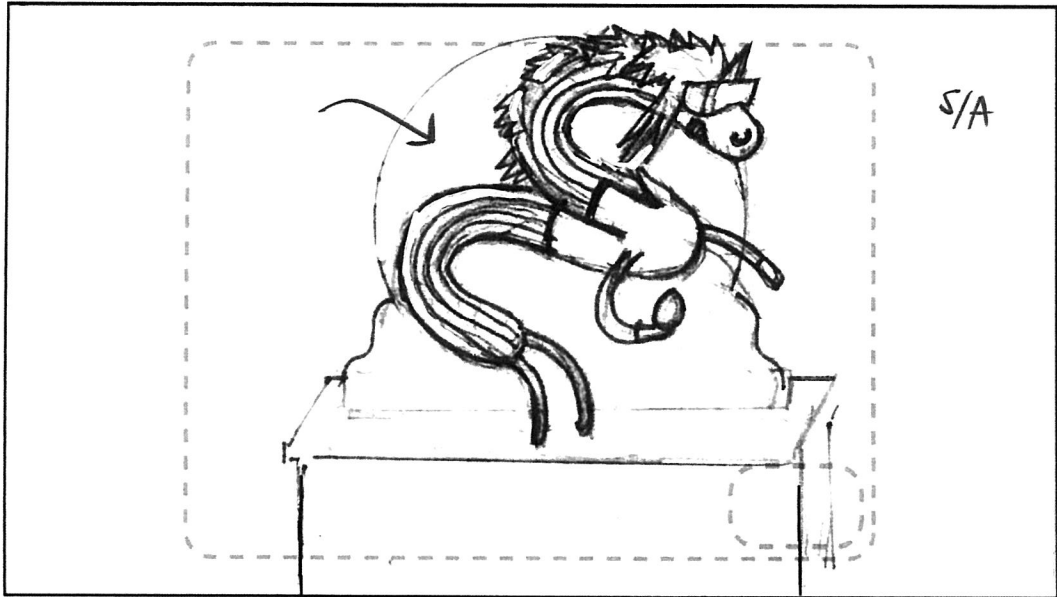


Sc. 223

Pnl. C

Bg.

day night

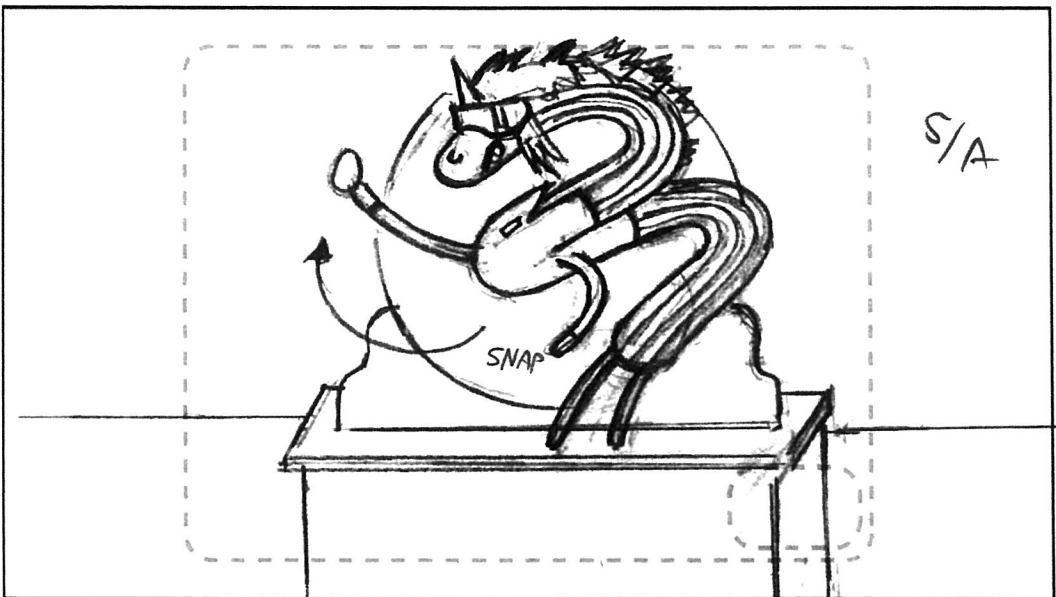


Sc. 223

Pnl. D

Bg.

day night



Dialog:

Lee: Nobody is going to stand in my way
this time!

Action:

- LEE LANDS

- LEE TURNS.

Timing:

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Production :

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ADVENTURE TIME

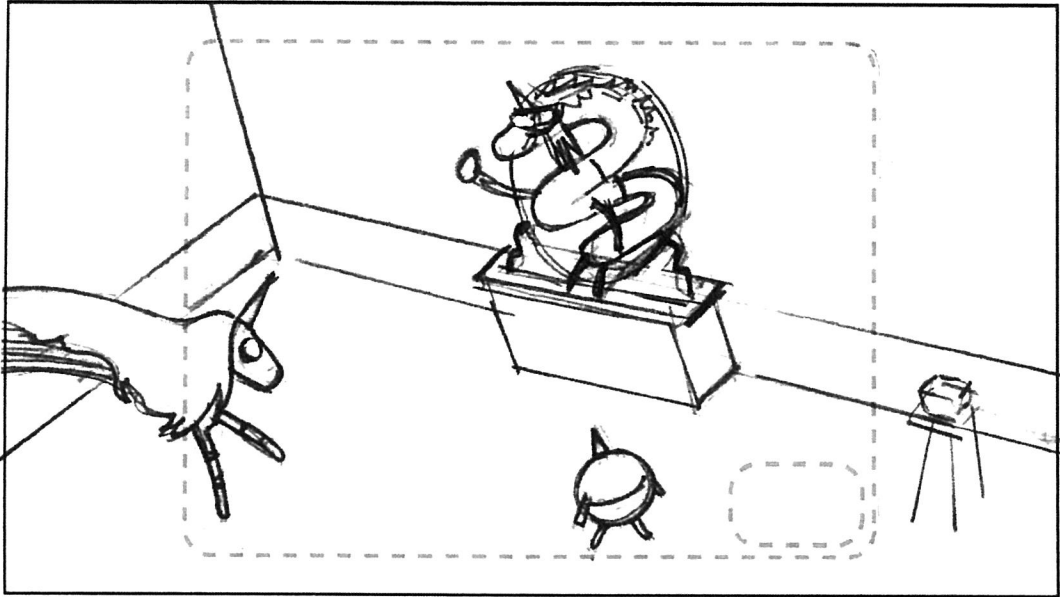


Sc. 224

Pnl. A

Bg.

day night

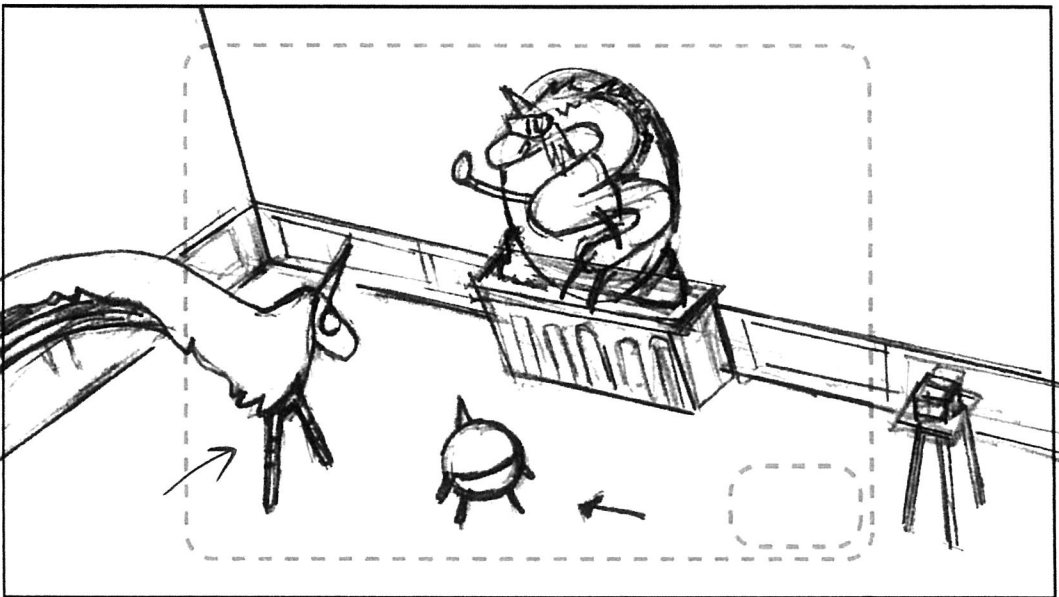


Sc. 224

Pnl. B

Bg.

day night



Dialog:

TV: Hi Mom. How do you know Lee?

Action:

- TV WALKS TOWARDS LR.

Timing:

EPISODE # 1034-232

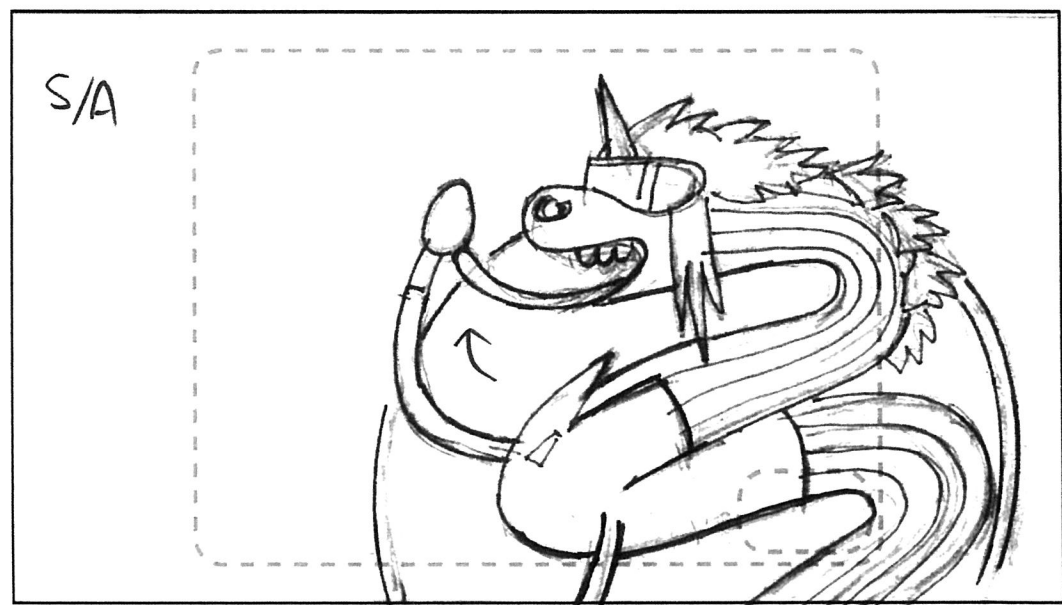
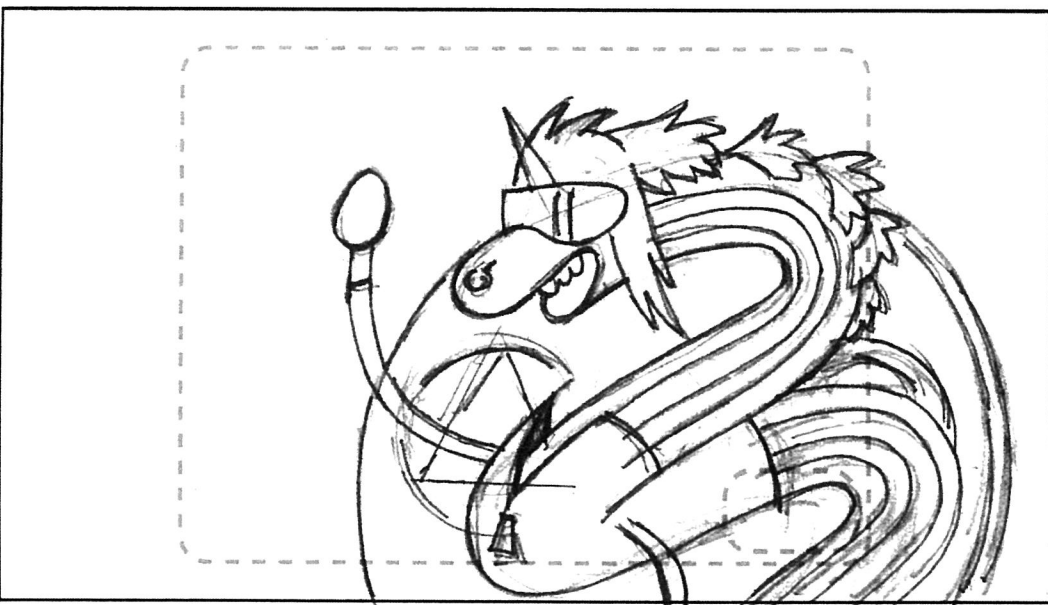
Production :

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ADVENTURE TIME



Sc. 225 Pnl. A Bg. day night Sc. 225 Pnl. B Bg. day night



Dialog:
Lee: TOO LATE! CRYSTAL MERGENCE: ACTIVATE!

Action:
-LEE YELLS AT OBJECT.

Timing:

Lee: Ung-ung-ung.

Lee gives the egg a good lick.

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Production :

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ADVENTURE TIME

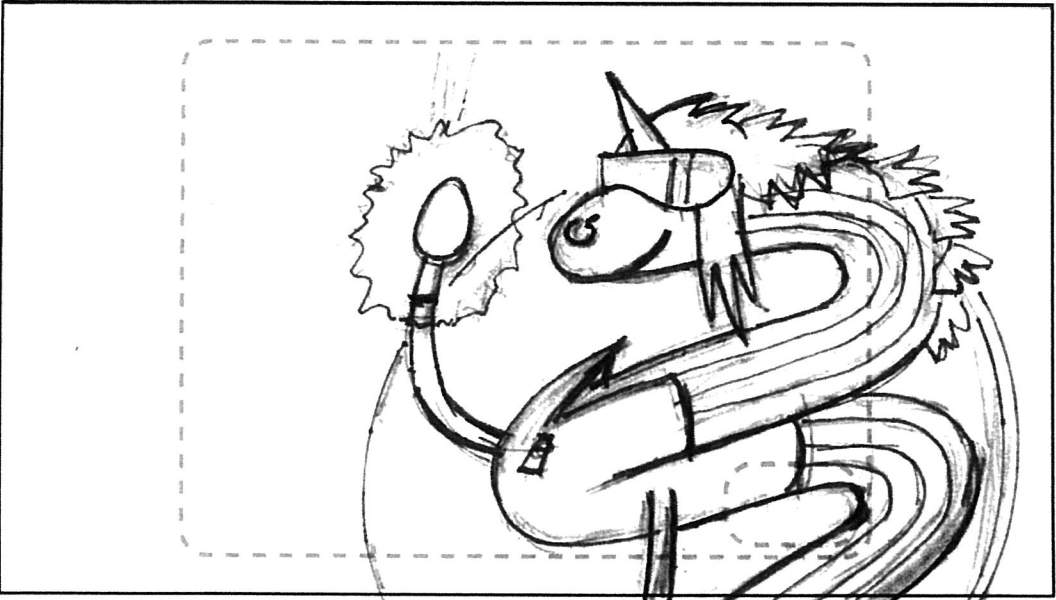


Sc. 225

Pnl. C

Bg.

day night

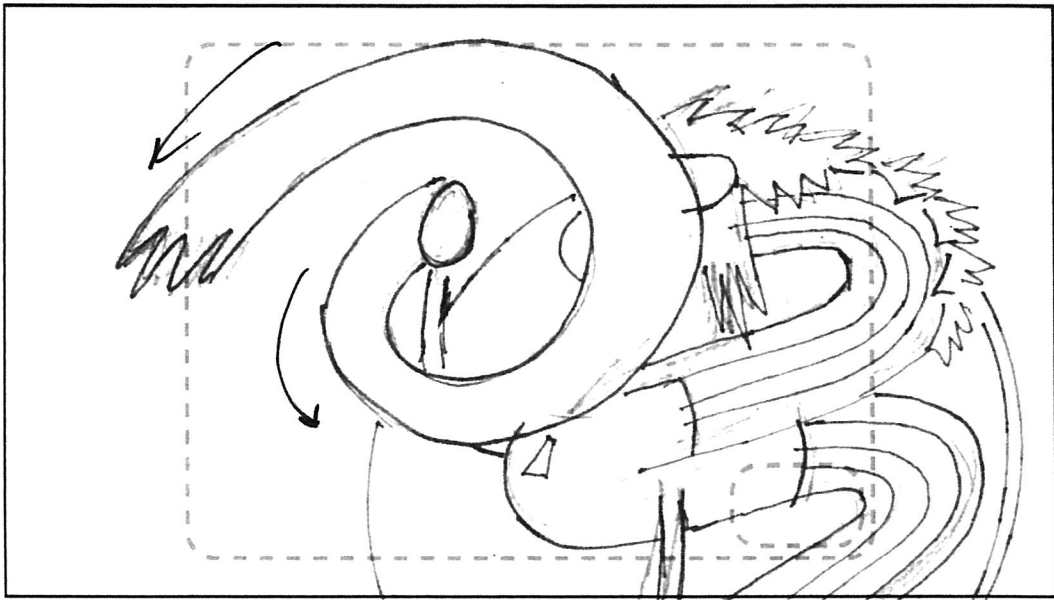


Sc. 225

Pnl. D

Bg.

day night



Dialog:

Lee: Ha ha ha! YEAH!...

Action: -MERGENCE GLOWS BRIGHTER

- CRYSTAL WAVE SHOTS OUT of —

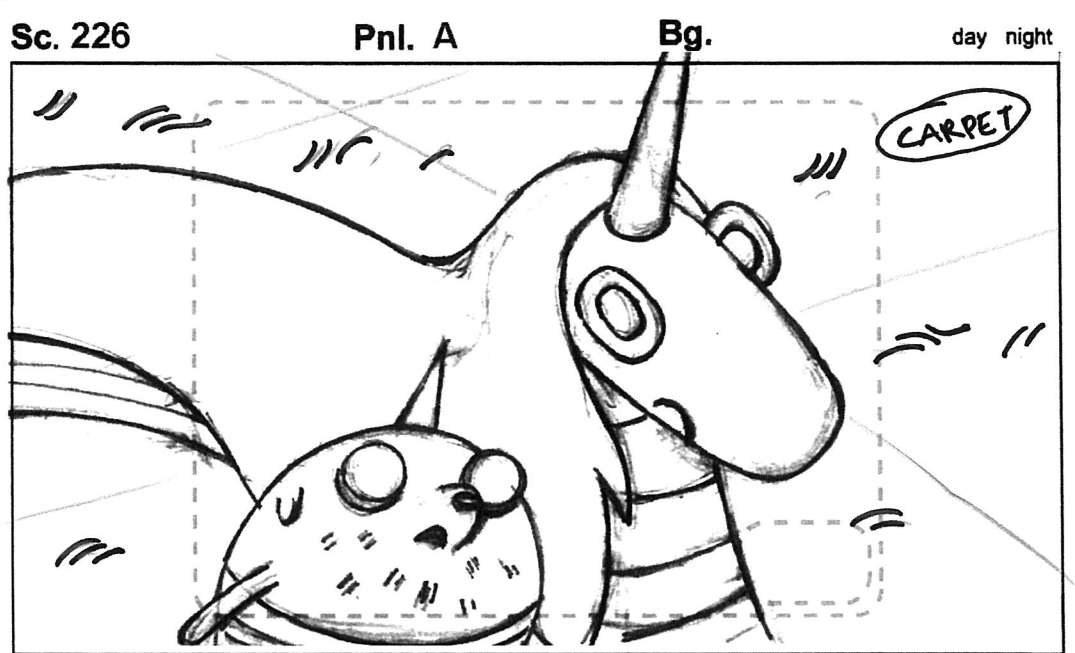
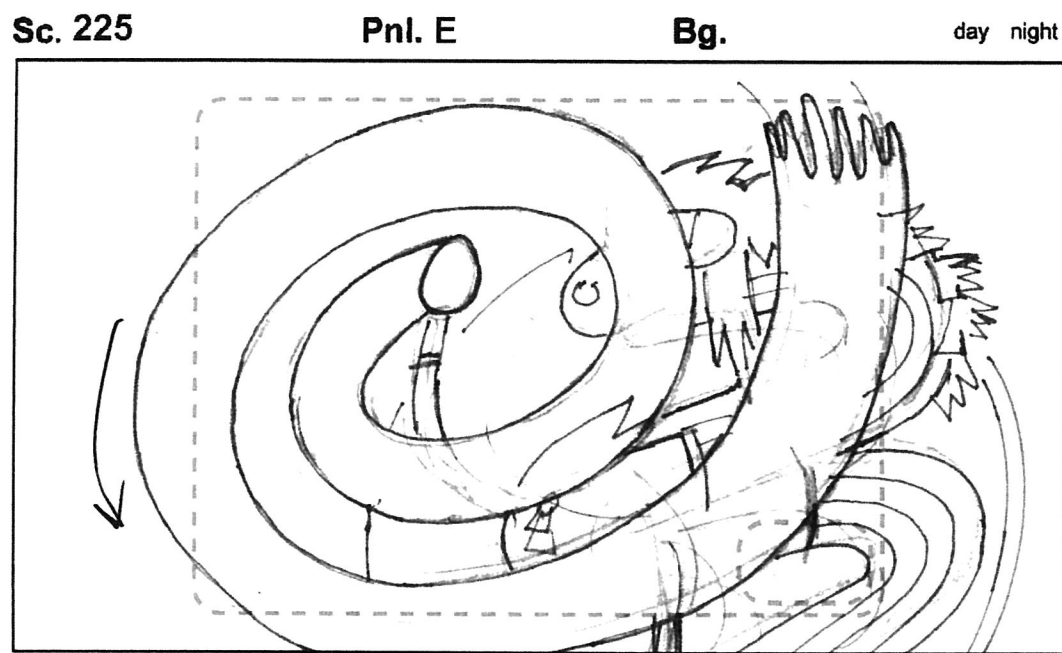
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Dialog:	<p><u>Lee</u>: Okay, now how ... HOW -</p> <p><u>SFX</u>: * HMMMM * _____</p>	<p><u>Lee (O.S.)</u>: -- do I work this - - -</p>
Action:	<p>- WAVE SWIRLS AROUND</p>	
Timing:		

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Production :

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ADVENTURE TIME

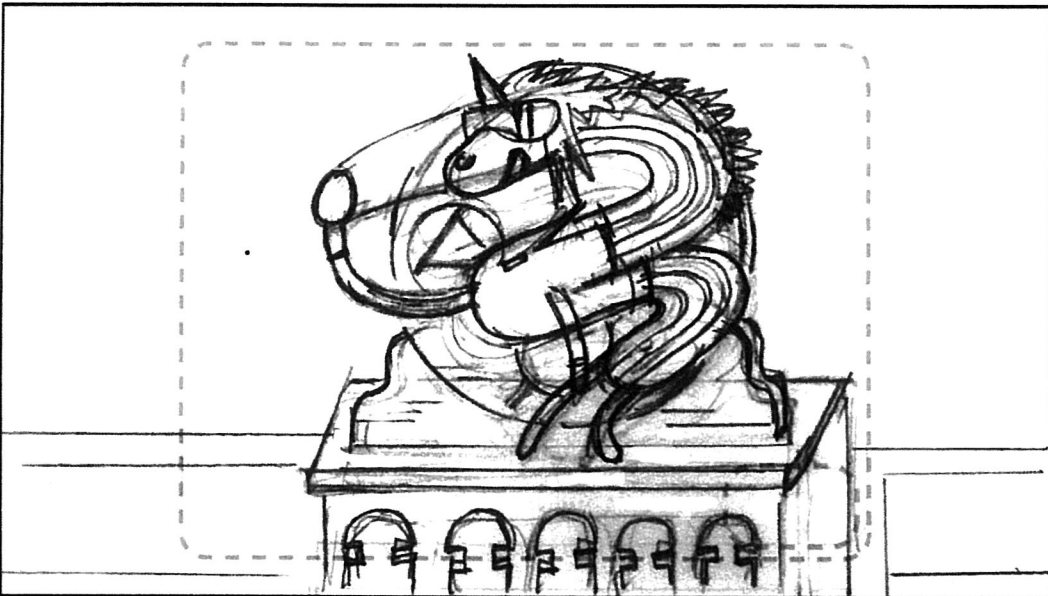


Sc. 227

Pnl. A

Bg.

day night

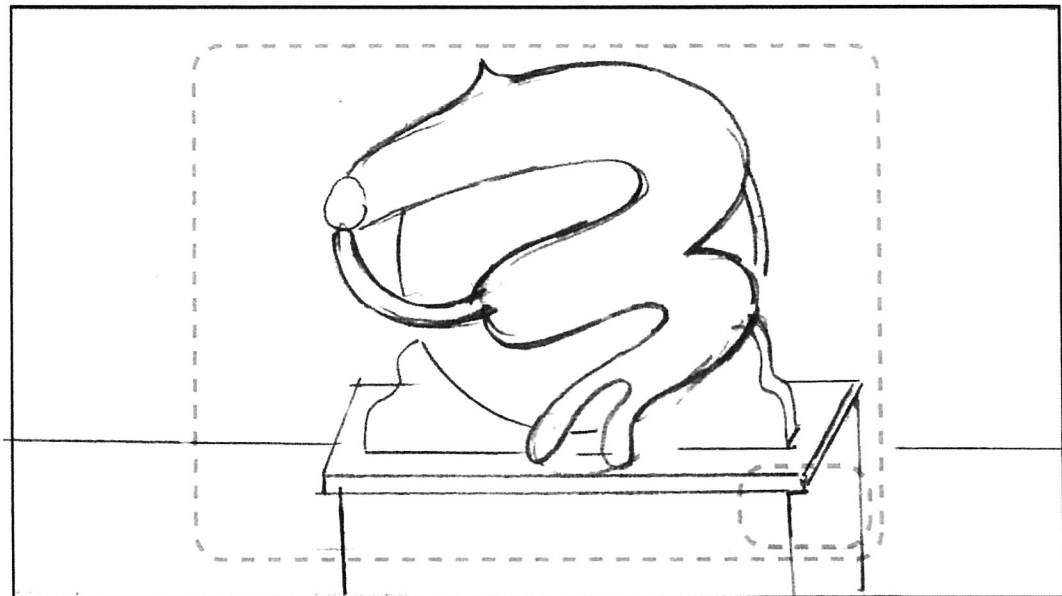


Sc. 227

Pnl. B

Bg.

day night



<p>Dialog:</p> <p><u>Lee:</u> - - - thin--</p> <p><u>SFX:</u> *shyuuuuuu*</p>
<p>Action:</p> <p>The glow from the egg starts to pull on Lee.</p> <p>The glow from the egg totally covers Lee.</p>
<p>Timing:</p>

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Production :

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ADVENTURE TIME



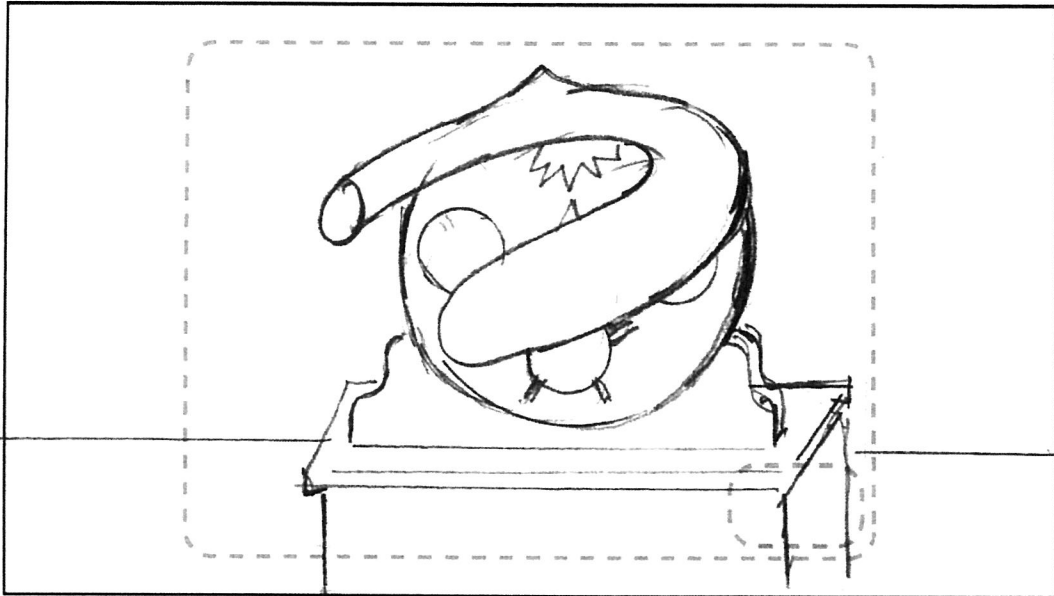
Page 446

Sc. 227

Pnl. C

Bg.

day night

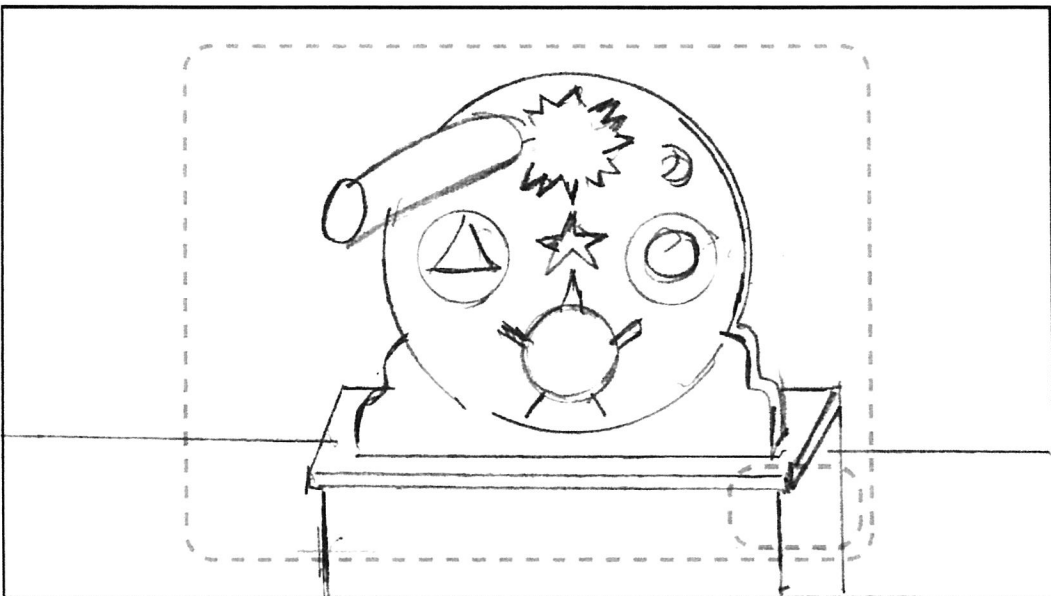


Sc. 227

Pnl. D

Bg.

day night



Dialog:

Action:

The egg glow pulls Lee into the egg.

Timing:

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Production :

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ADVENTURE TIME

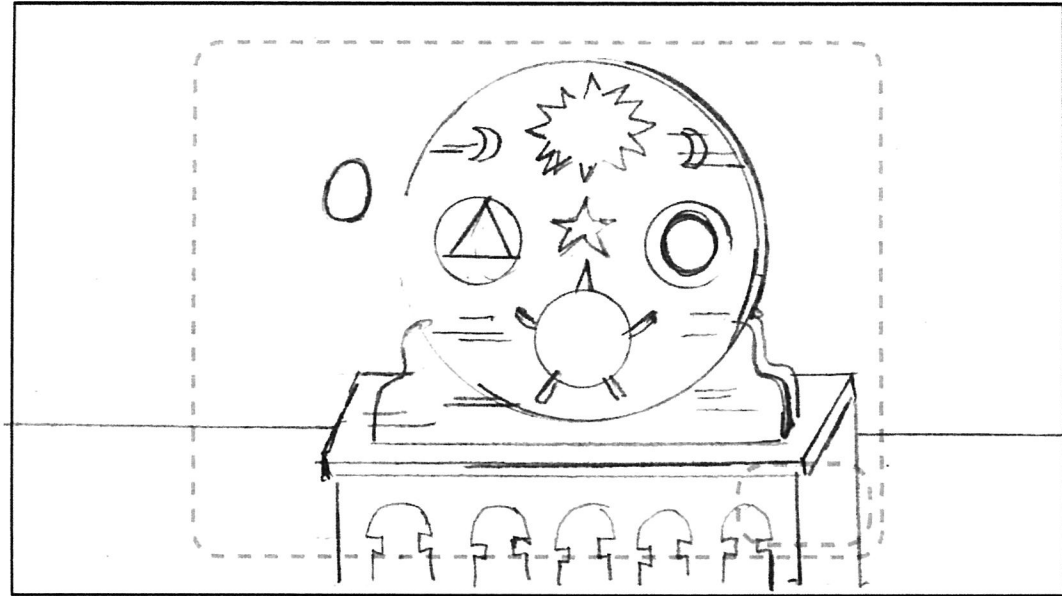


Sc. 227

Pnl. E

Bg.

day night

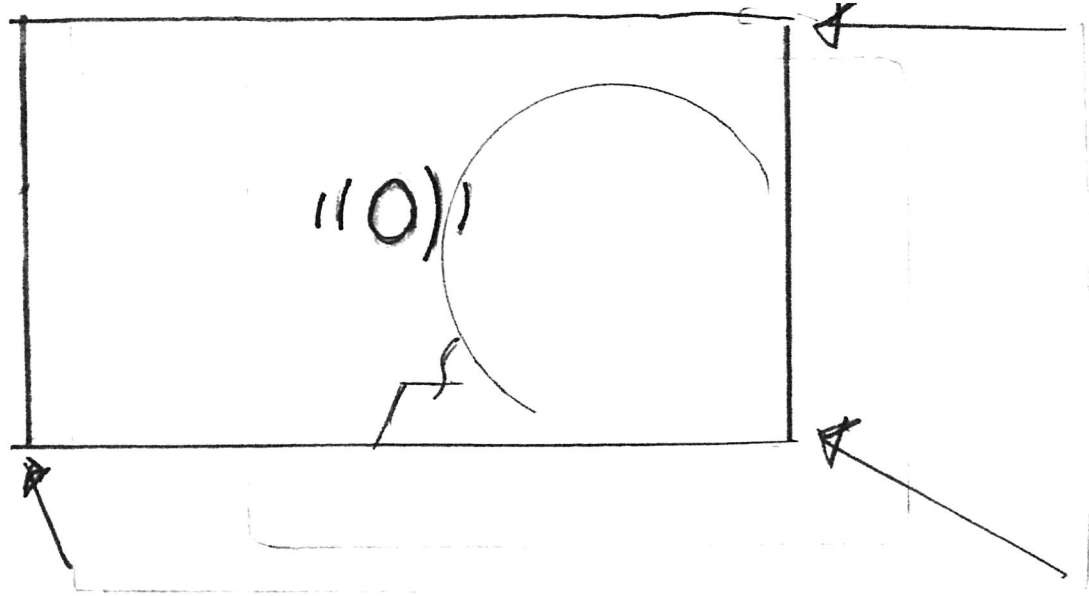


Sc. 227

Pnl. F

Bg.

day night



Dialog:	
Action: -MERGENCE has completely absorbed Lee. -MERGENCE remains in the air where Lee was holding it.	Truck in a bit on the MERGENCE
Timing:	

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Production :

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ADVENTURE TIME

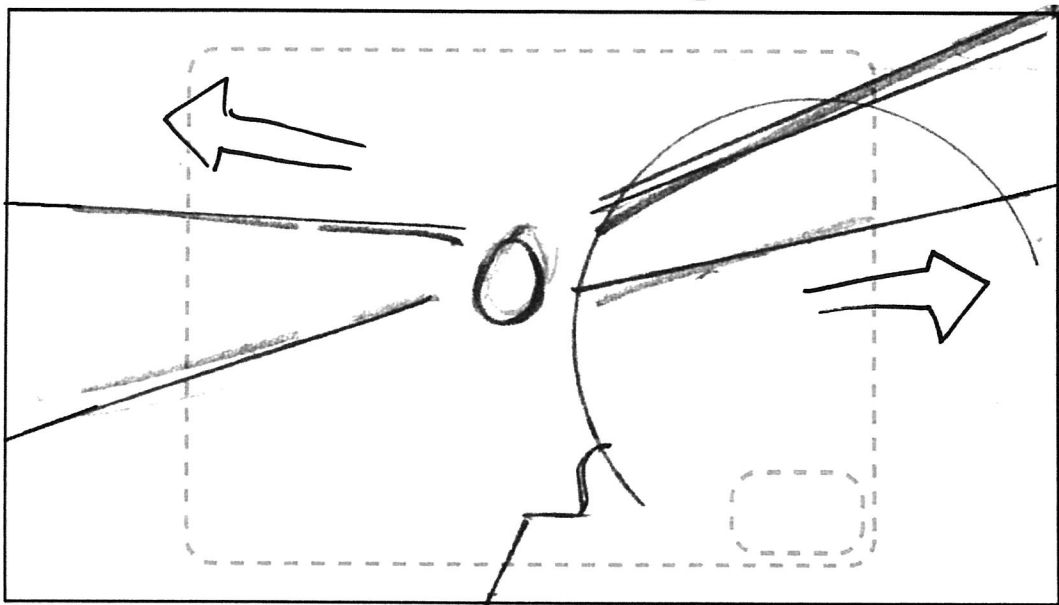


Sc. 227

Pnl. G

Bg.

day night

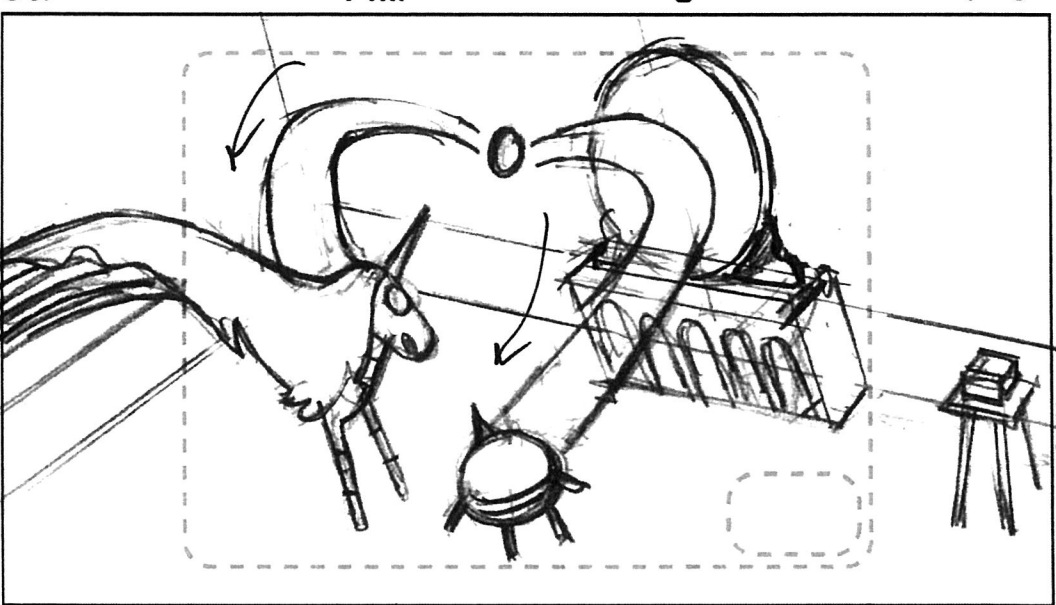


Sc. 228

Pnl. A

Bg.

day night



Dialog:

SFX: * SHOOOM! *

TV + LR: AAH!!

Action:

Rays of power shoot out from the MERGENCE.

The rays of power from MERGENCE, shoot to LR and TV.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

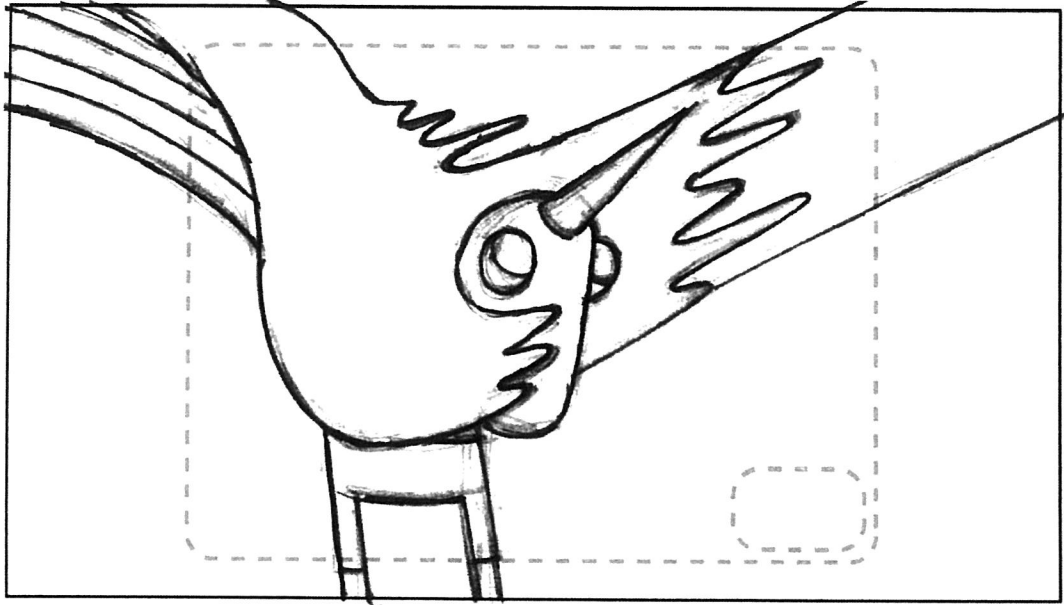


Sc. 229

Pnl. A

Bg.

day night

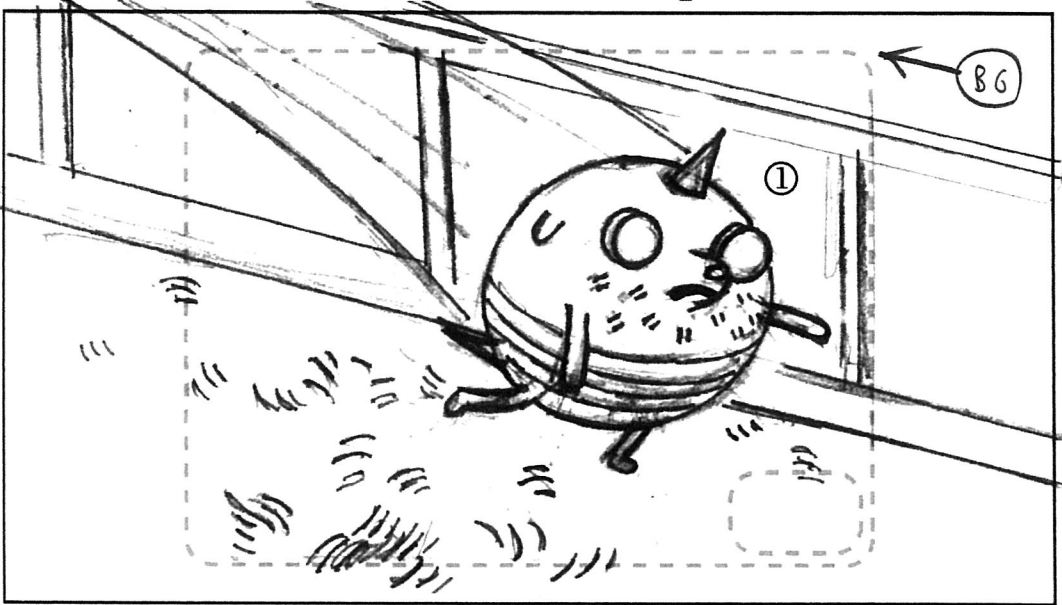


Sc. 230

Pnl. A

Bg.

day night



Dialog:

LR: TV! RUN!

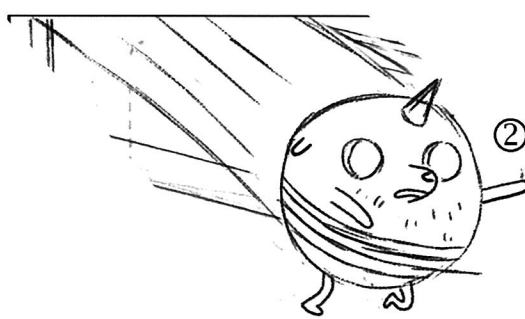
TV: Um, okay.

Action:

-MERGENCE'S power pulls at LR.

- TV tries running from MERGENCE. HE IS being pulled back by MERGENCE'S POWER.

Timing:

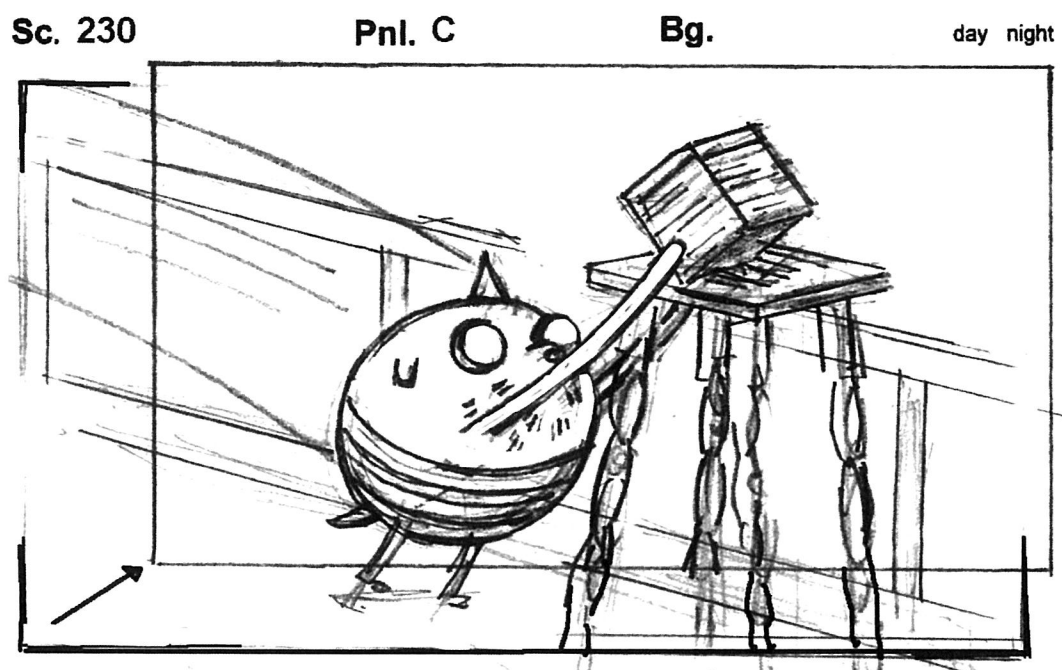
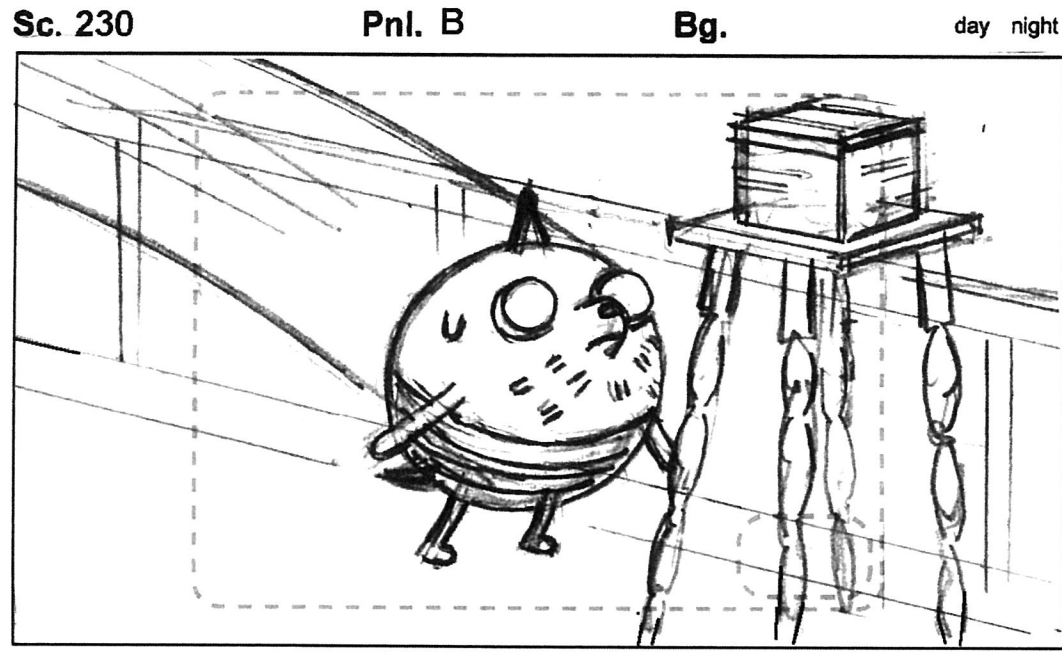


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Production :

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ADVENTURE TIME



Dialog:	
Action:	TV finds himself at the table with the box on it.
	TV grabs the box. Truck in a bit, following TV's action.
Timing:	

EPISODE # 1034-232
Production :

ADVENTURE TIME



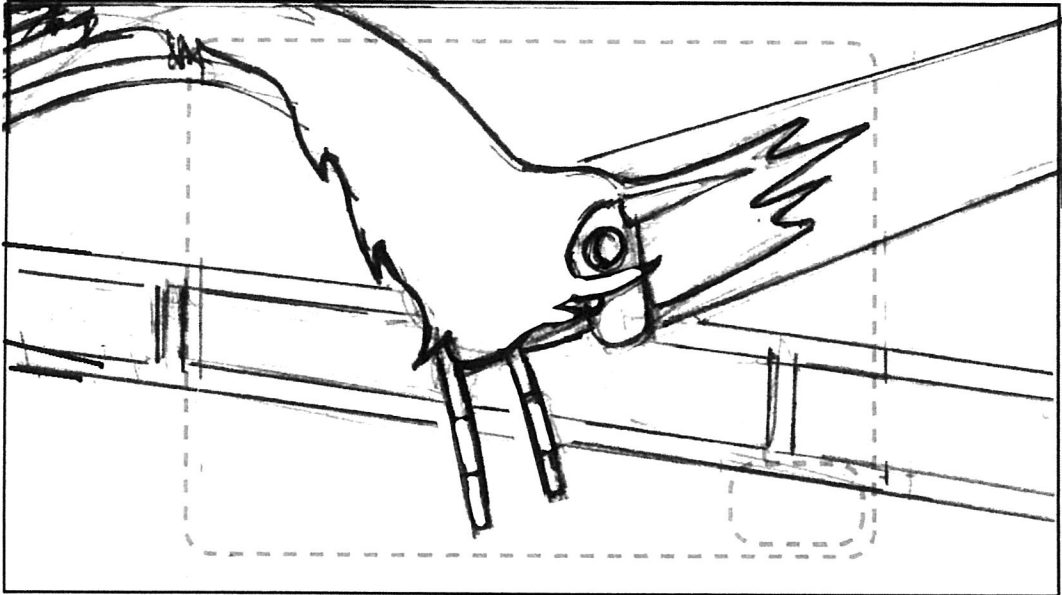
Page 451

Sc. 231

Pnl. A

Bg.

day night

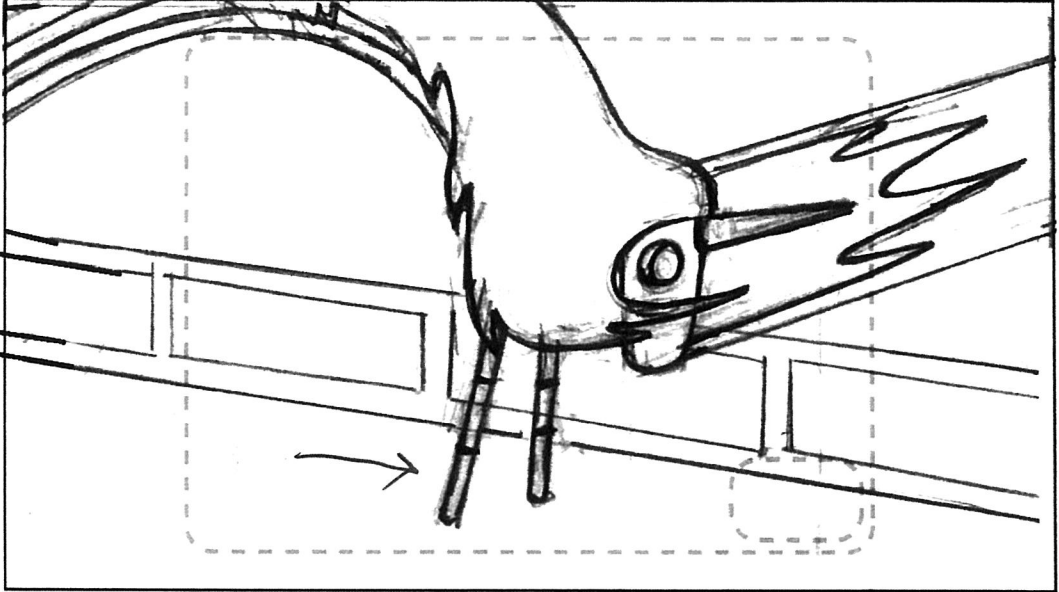


Sc. 231

Pnl. B

Bg.

day night



Dialog:

LEE: (YELLING) GET YOUR PAWS
OFF ME!

Action:

- MERGENCE'S power is still pulling at LR.

- LR IS DRAGGED FORWARD.

Timing:

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Production :

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ADVENTURE TIME

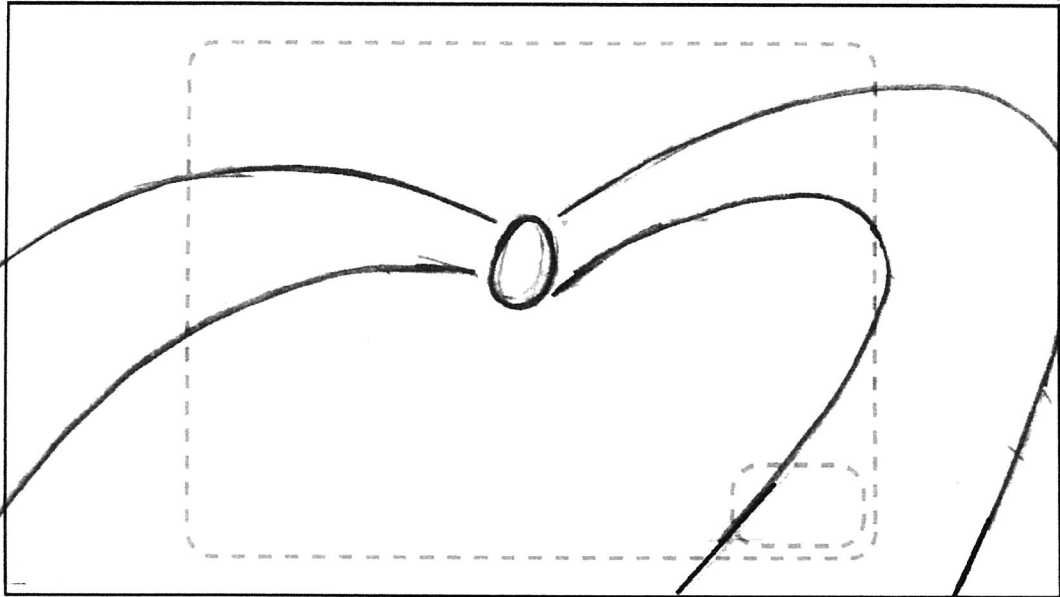


Sc. 232

Pnl. A

Bg.

day night

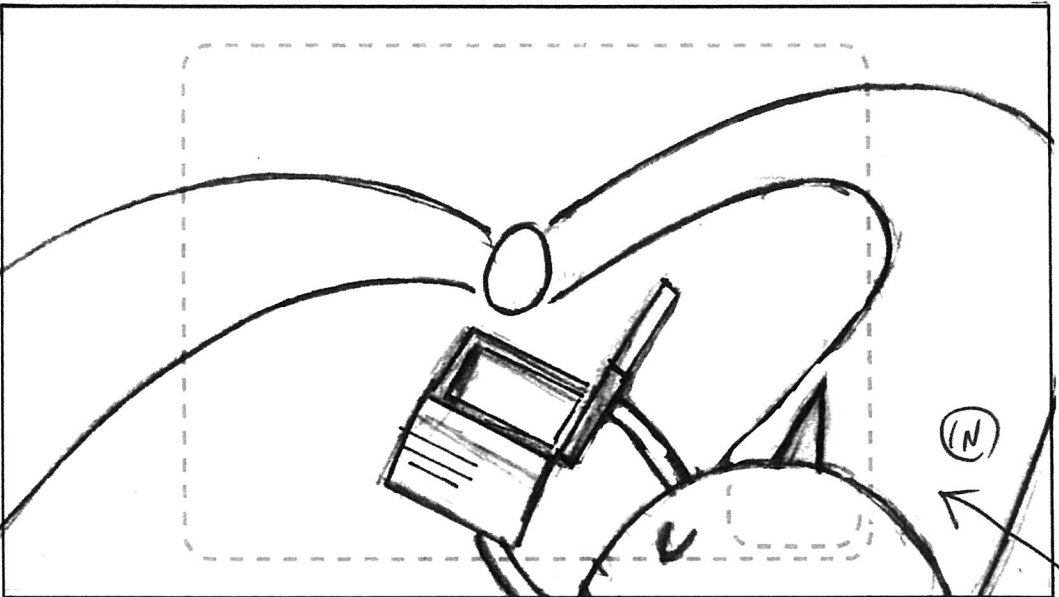


Sc. 232

Pnl. B

Bg.

day night



Dialog:

Action: *MERGENCE* still floating in mid-air,
shooting out rays of power.

Enter TV, with the box!

Timing:

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Production :

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ADVENTURE TIME

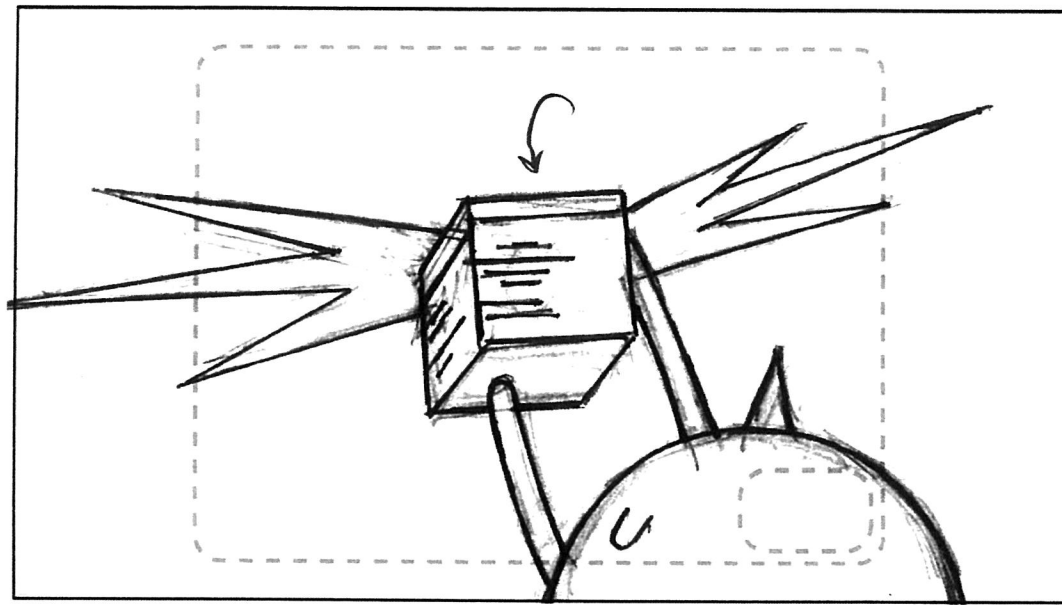


Sc. 232

Pnl. C

Bg.

day night

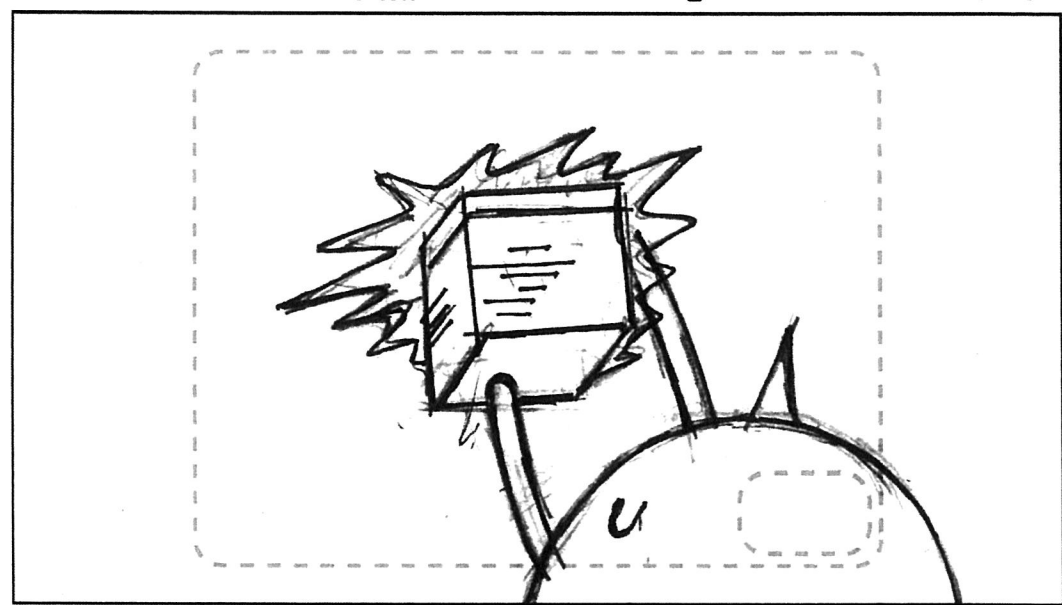


Sc. 232

Pnl. D

Bg.

day night



Dialog:	
TV: < WEAK STRAIN >	
Action:	- TV FORCES BOX AROUND _____ - GLOW DIES OUT,
Timing:	

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Production :

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ADVENTURE TIME

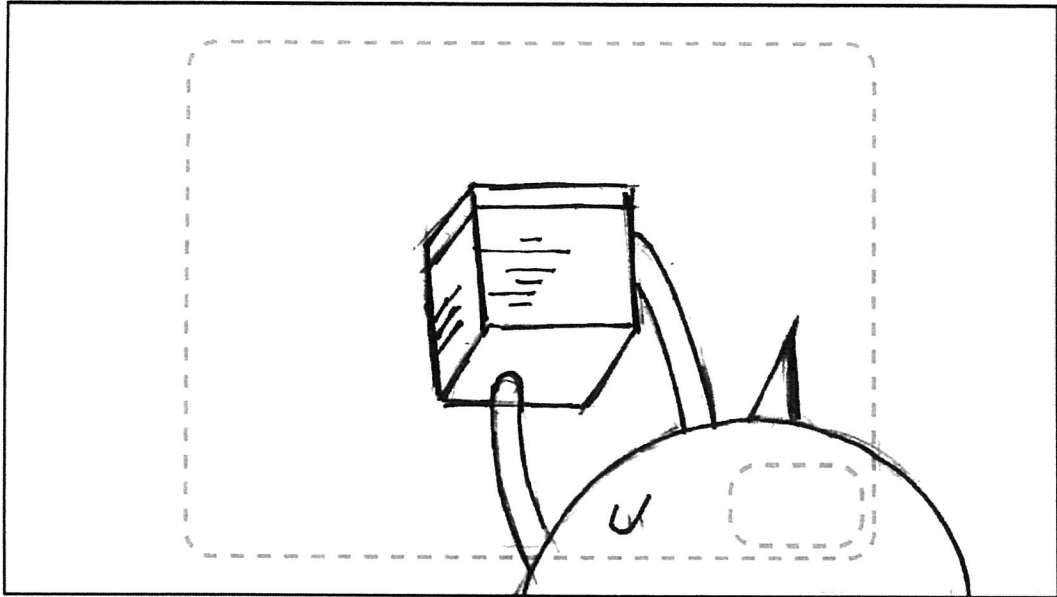


Sc. 232

Pnl. E

Bg.

day night

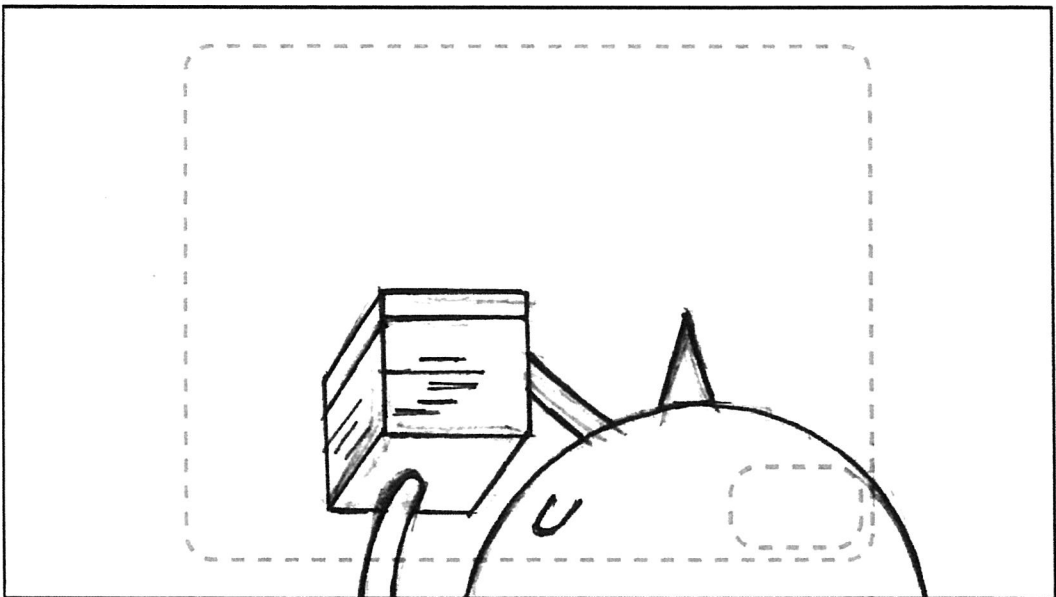


Sc. 232

Pnl. F

Bg.

day night



Dialog:

SFX: Clop! [the box closing]

Action:

TV closes the box on the egg.
The wood of the box, blocks the power
of the egg.

Settle TV with the box.

Timing:

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Production :

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ADVENTURE TIME



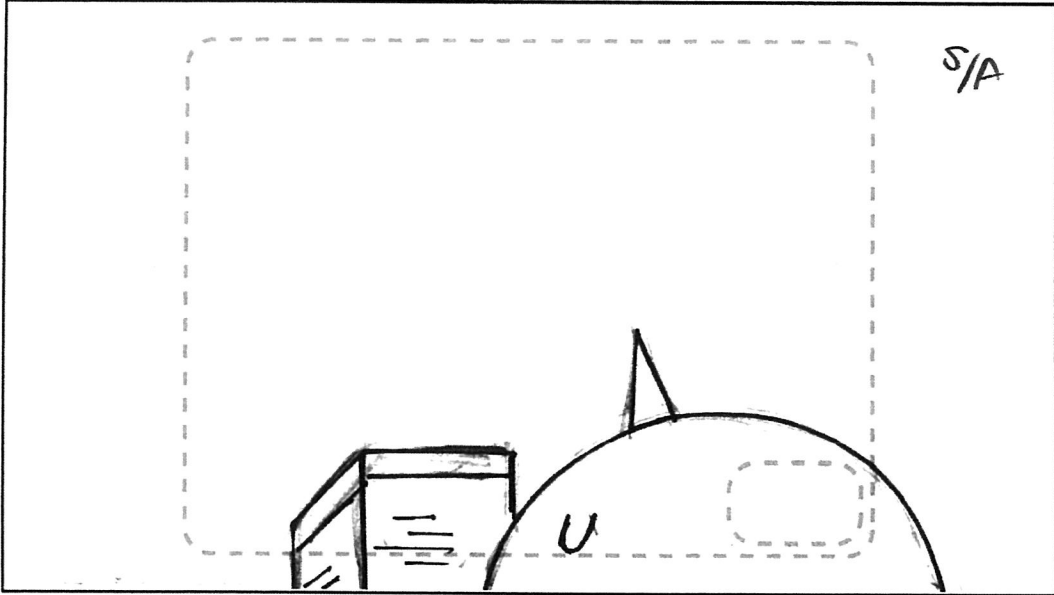
Page 455

Sc. 232

Pnl. G

Bg.

day night

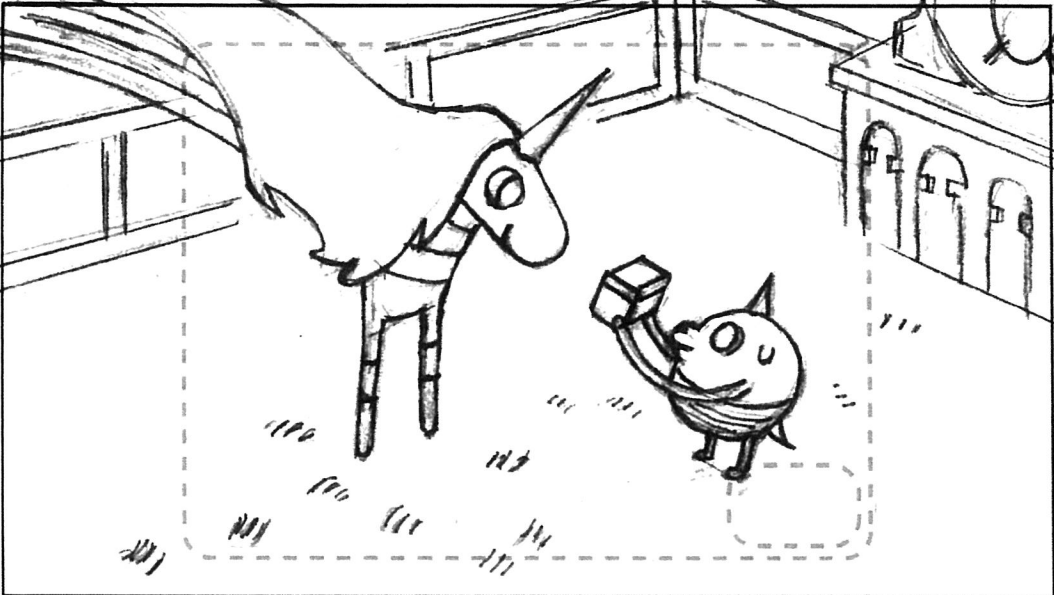


Sc. 233

Pnl. A

Bg.

day night



Dialog:

TV: It's a good thing I didn't
sell this box!

Action:

Settle TV with box.

Wider on LR and TV and the box.

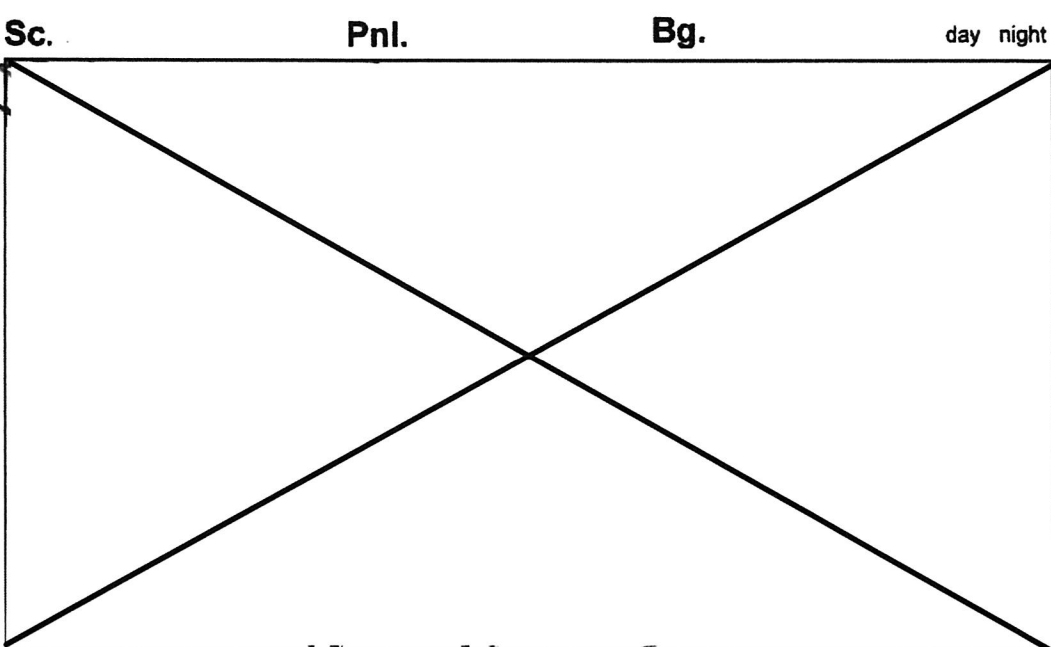
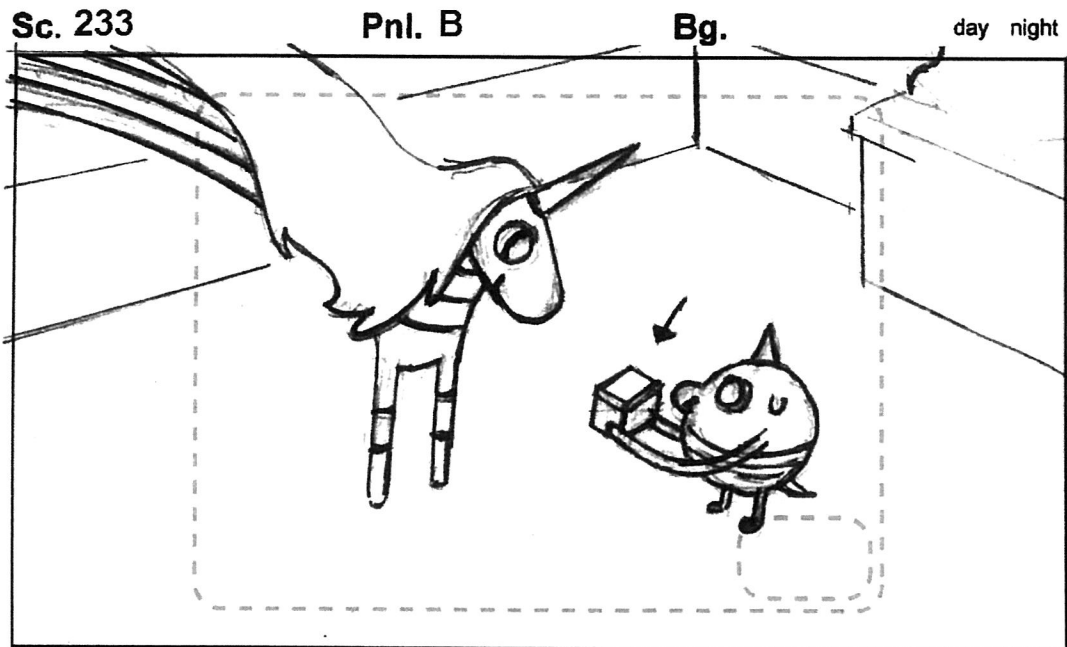
Timing:

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ADVENTURE TIME



Dialog:

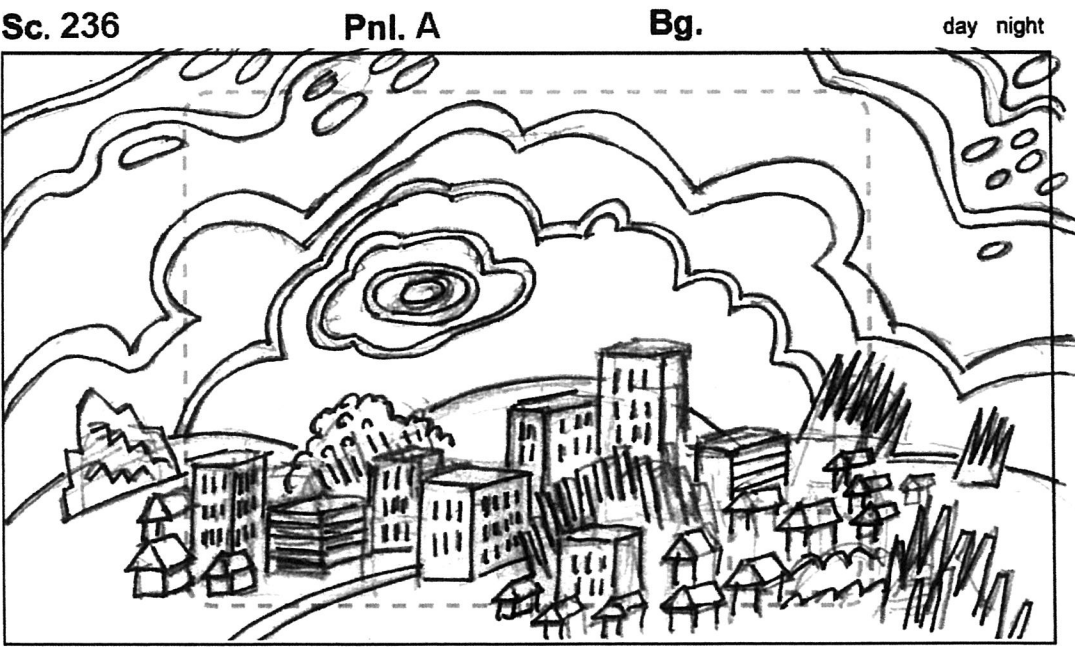
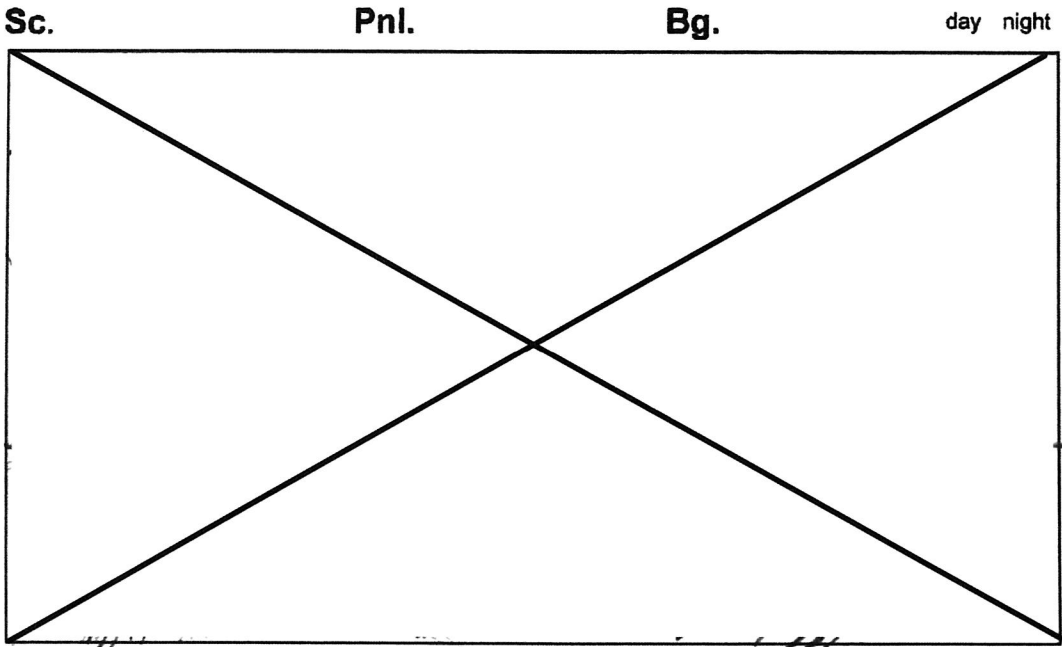
Action:

Timing:

ADVENTURE TIME



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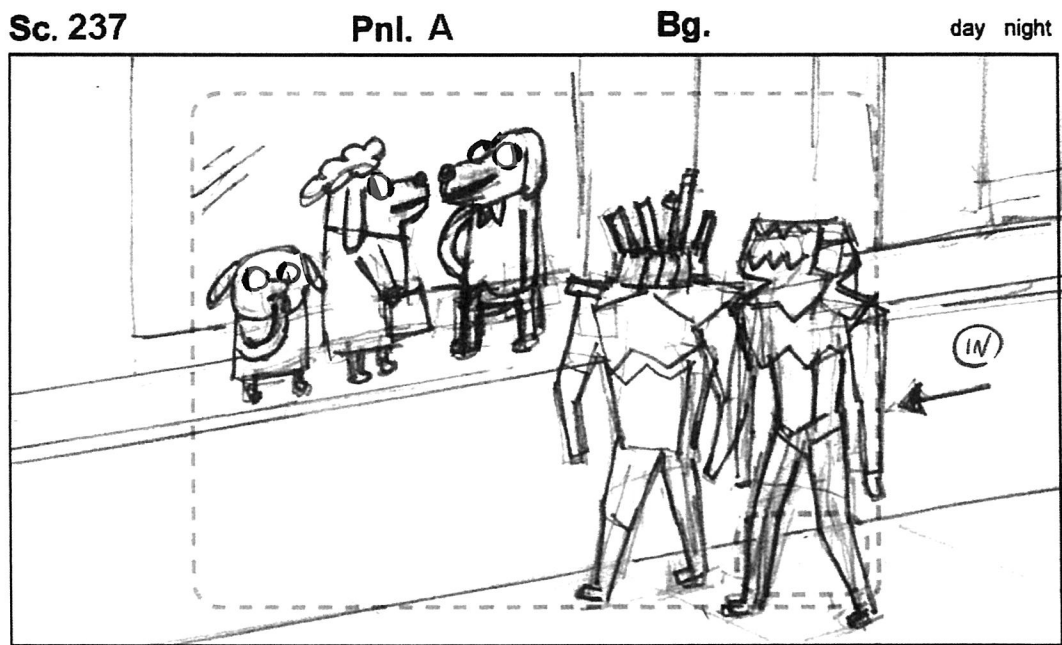
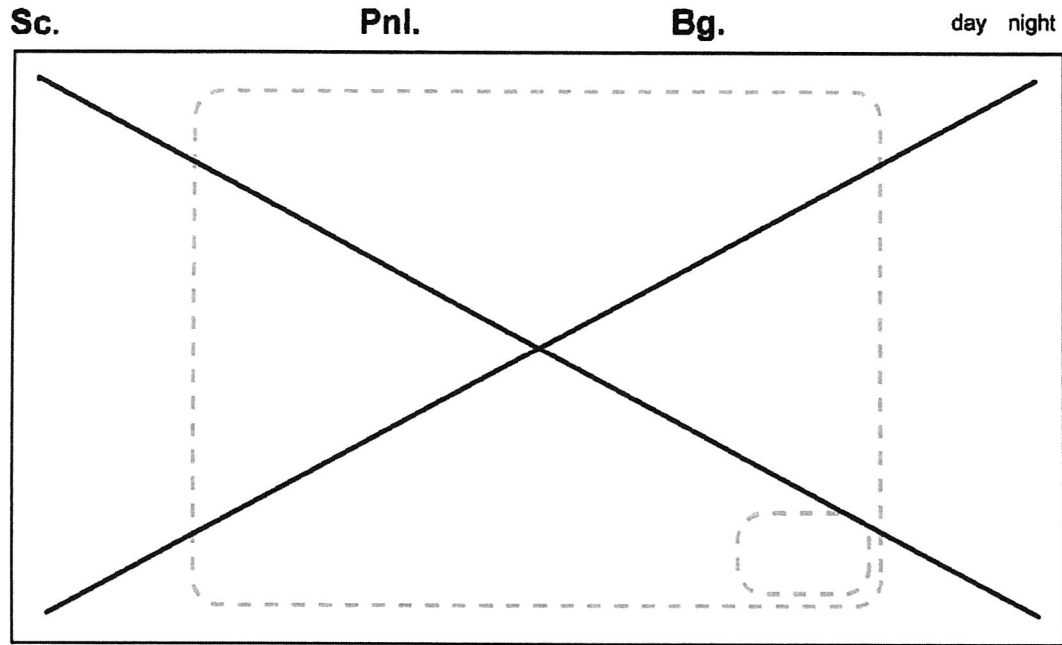
Dialog:	
Action:	On a downtown area in the Crystal Dimension.
Timing:	

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Production :

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ADVENTURE TIME



Dialog:	
Action:	On a street scene, showing dogs and crystal people. (CRYSTALS HAVE POWER)
Timing:	

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Production :

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ADVENTURE TIME

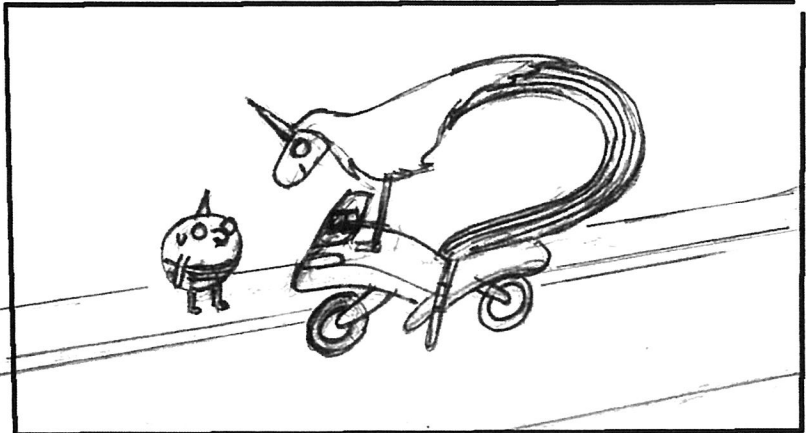
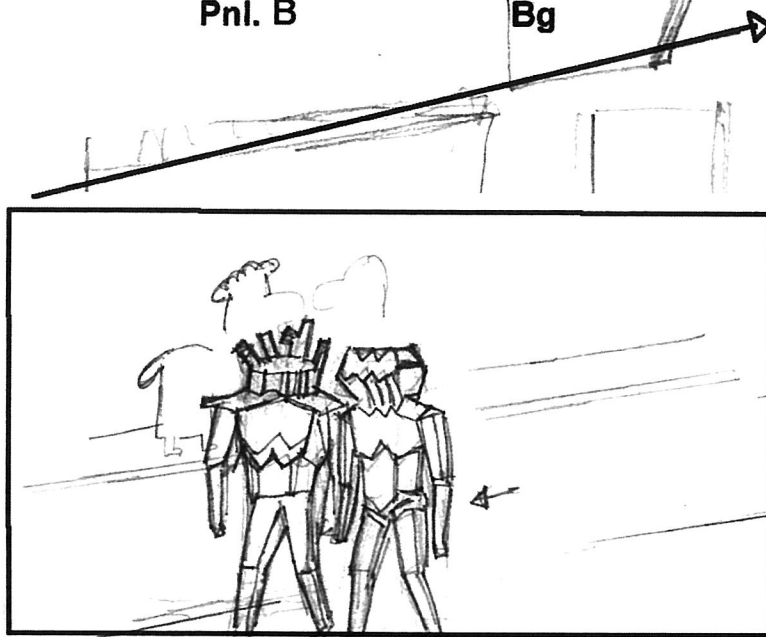


Sc. 237

Pnl. B

Bg

day night



STOP

START

Dialog:
Action: Pan over to TV and LR.
Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

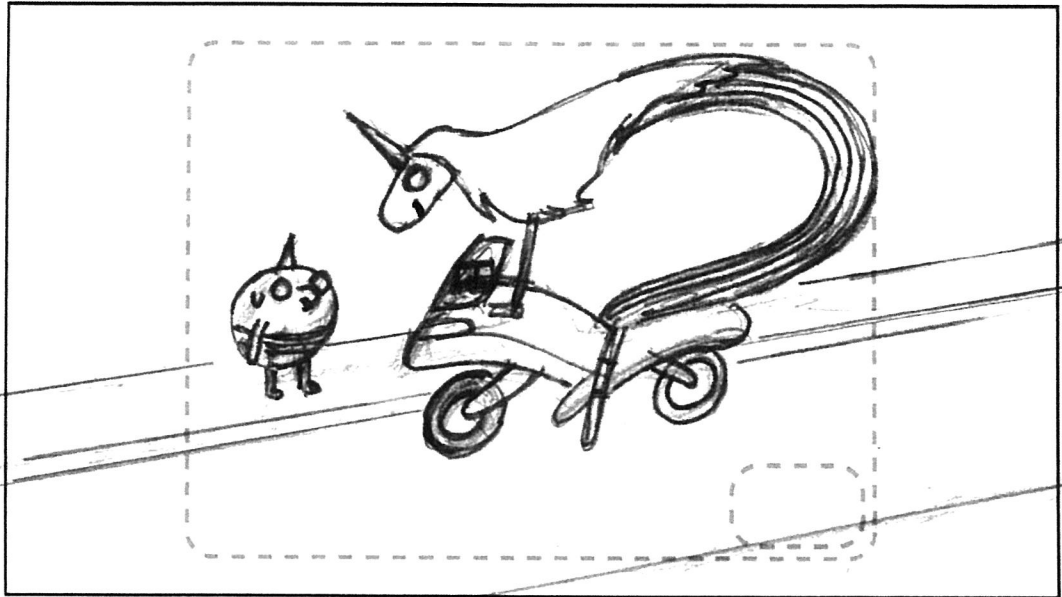


Sc. 237

Pnl. C

Bg.

day night

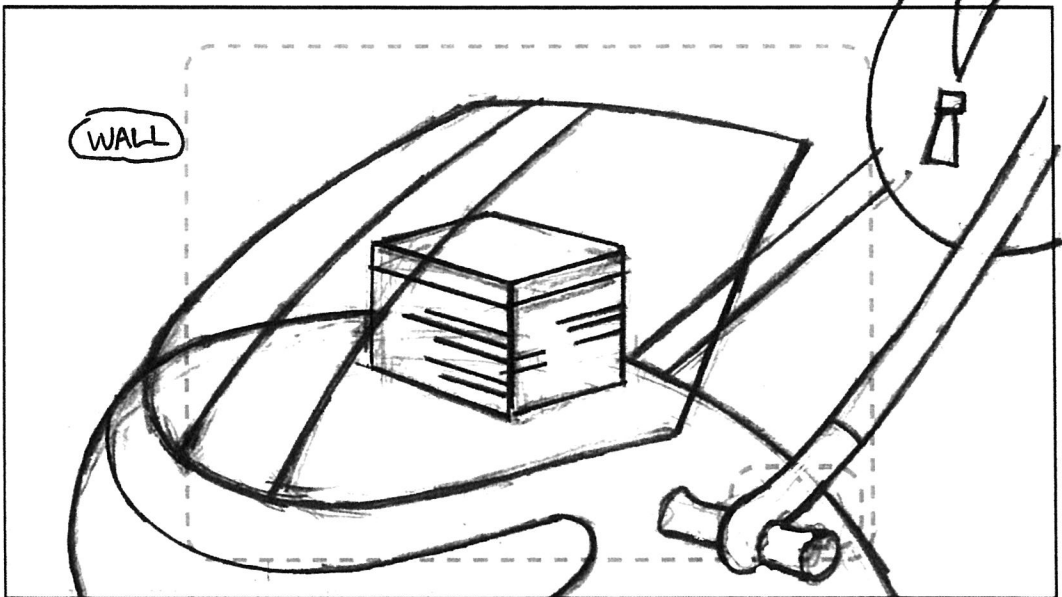


Sc. 238

Pnl. A

Bg.

day night



Dialog:

LR: C'mon TV, I HAVE TO GET --

LR: -- this THING CUTTA HERE AND
back to Ooo.

Action:

LR: C'mon, TV. I have to get --

- CU of Box

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

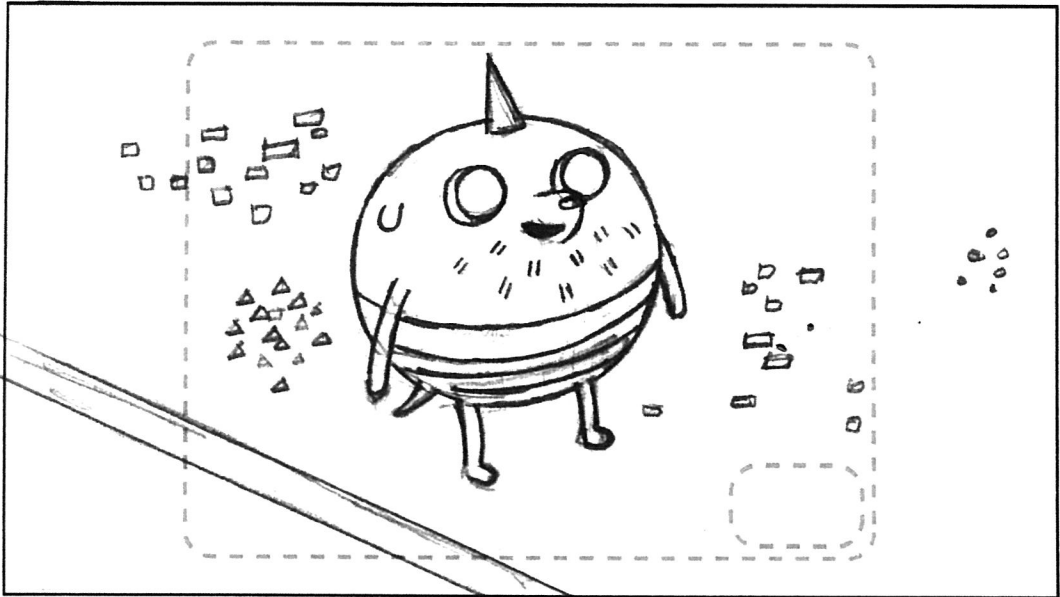


Sc. 239

Pnl. A

Bg.

day night

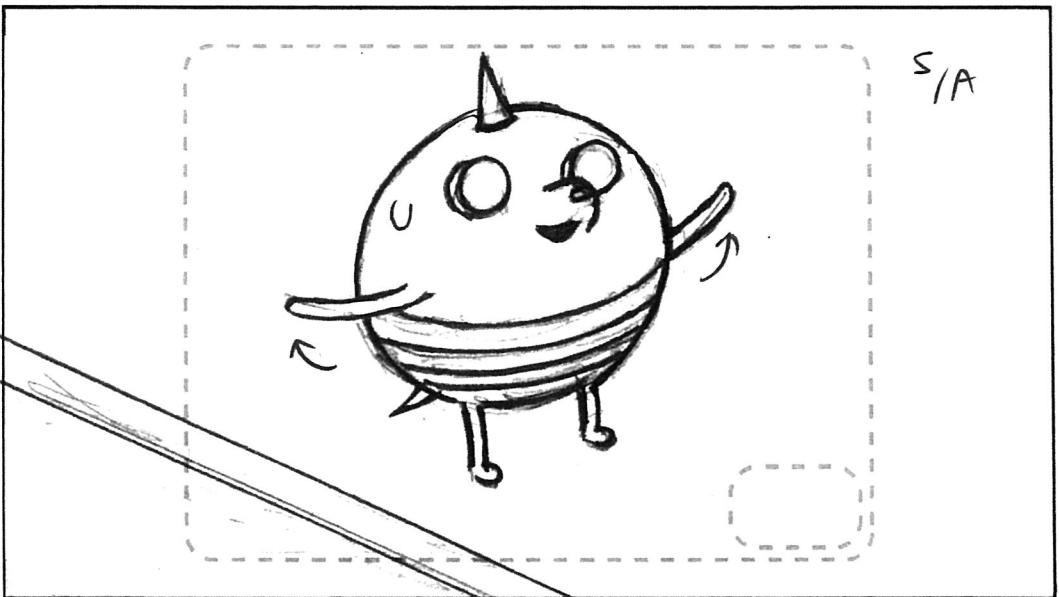


Sc. 239

Pnl. B

Bg.

day night



Dialog:

TV/ Yeah- no. I think I'll stay here in
the Crystal Dimension for a while.

TV:

I want to learn to be cool like
you. More independent and everything.

Action:

Timing:

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Production :

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ADVENTURE TIME



Sc. 239	Pnl. C	Bg.	day night	Sc.	Pnl.	Bg.	day night

Dialog:
Action: On LR looking proudly at TV.
Timing:

EPISODE # 1034-232
Production :

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ADVENTURE TIME



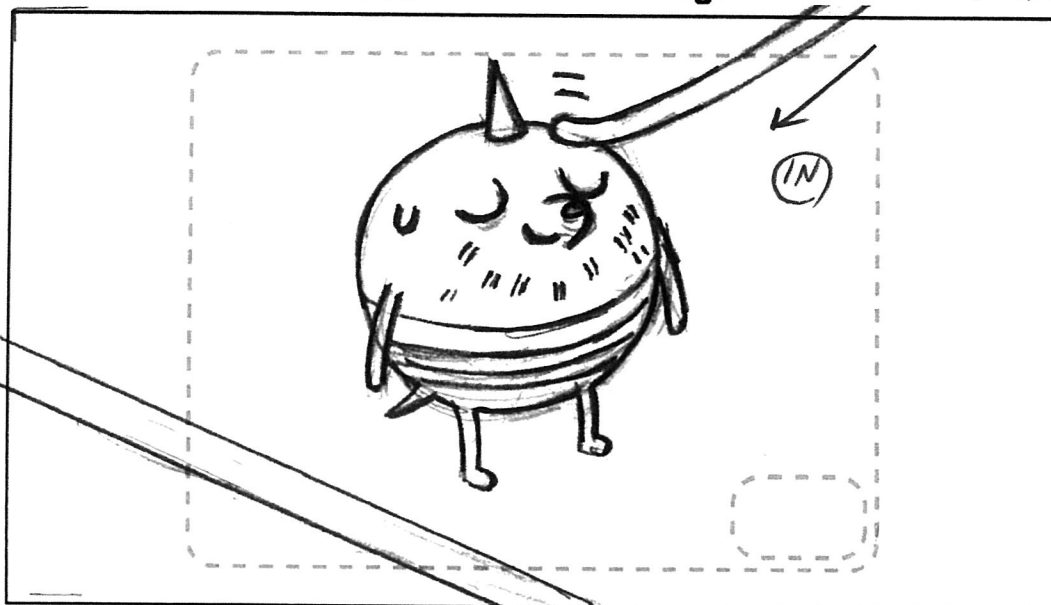
Page 463

Sc. 241

Pnl. D

Bg.

day night

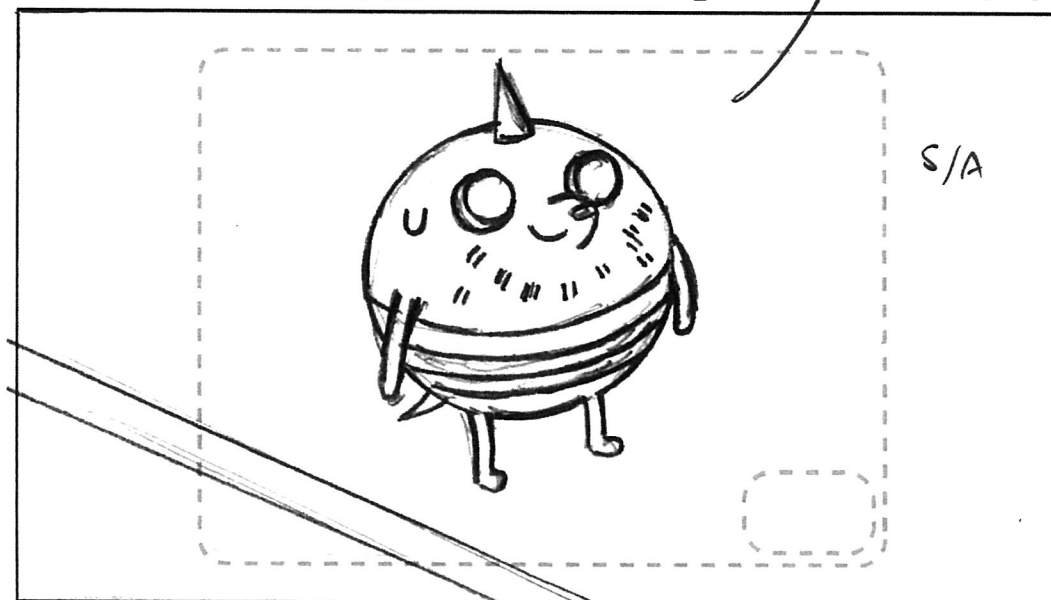


Sc. 241

Pnl. E

Bg.

day night



Dialog:

(a/s)
LR: Okay, sweetie.

(o/s)
LR:

IF THAT'S WHAT
YOU WANT...

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

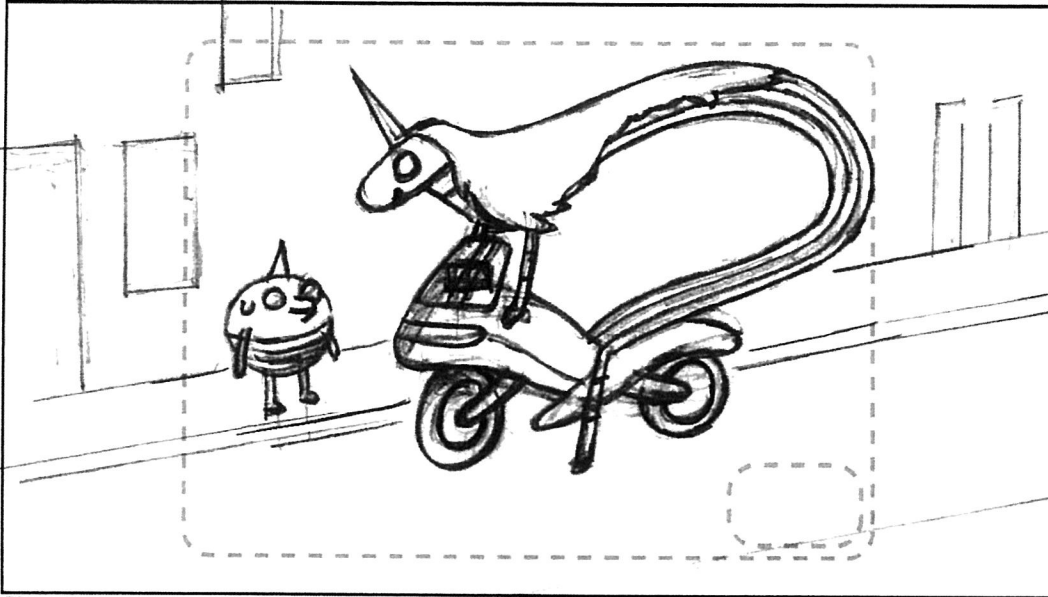


Sc. 242

Pnl. A

Bg.

day night

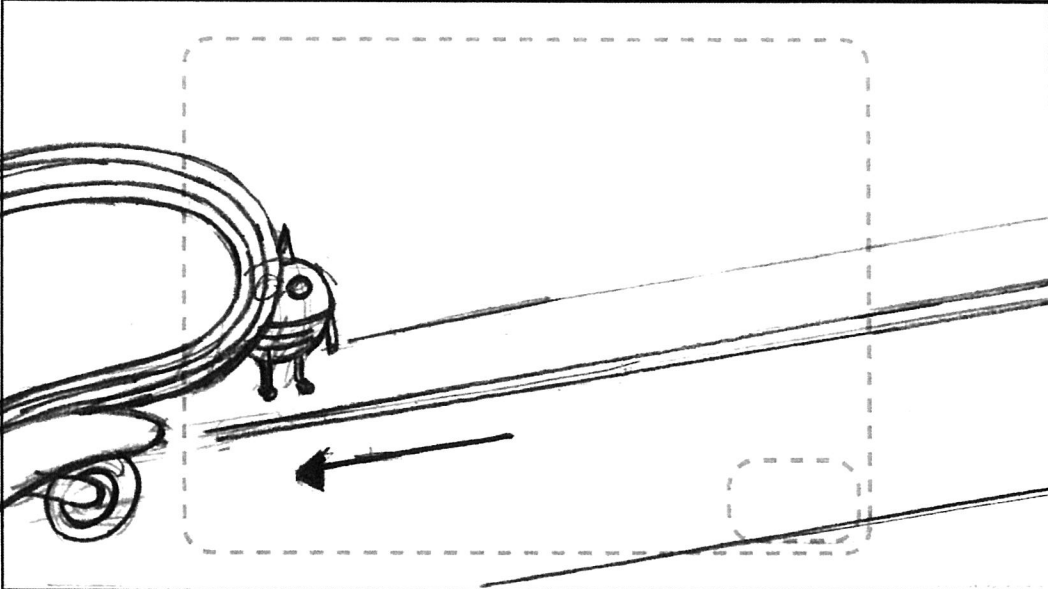


Sc. 242

Pnl. B

Bg.

day night



Dialog:

LR: Later / BABY...

SFX: Zzzzz! [motorbike]

Action:

-LR ZOOMS OFF/S.

Timing:

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ADVENTURE TIME



Next Pg476

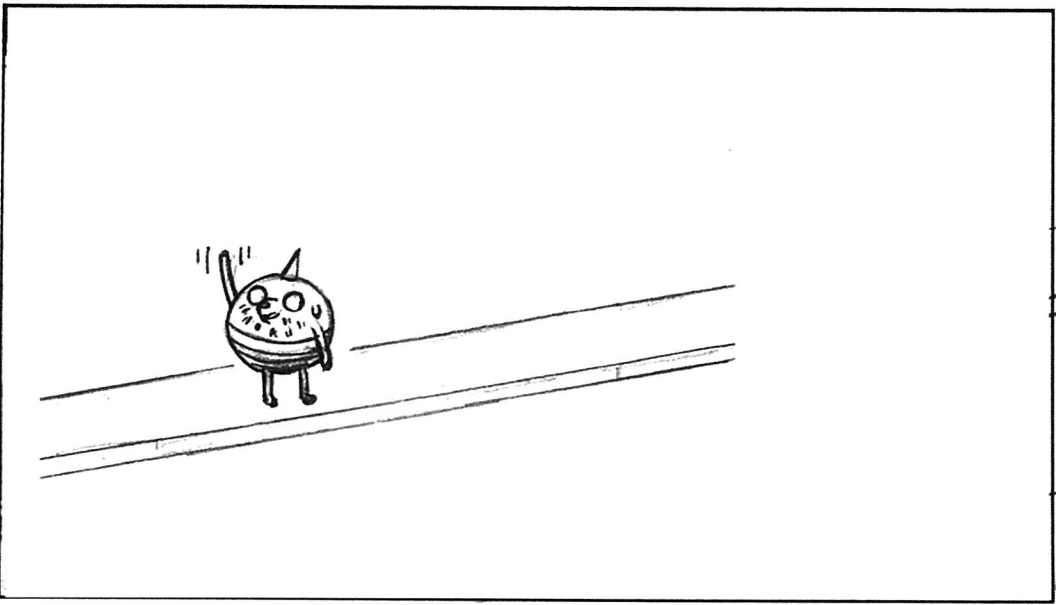
Page 465

Sc. 242

Pnl. C

Bg.

day night

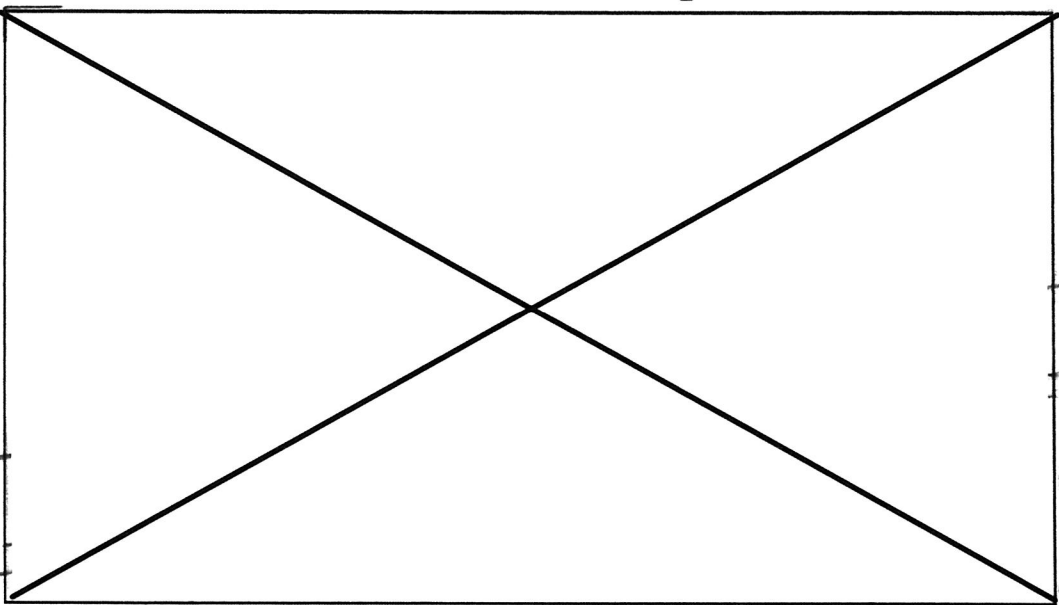


Sc.

Pnl.

Bg.

day night



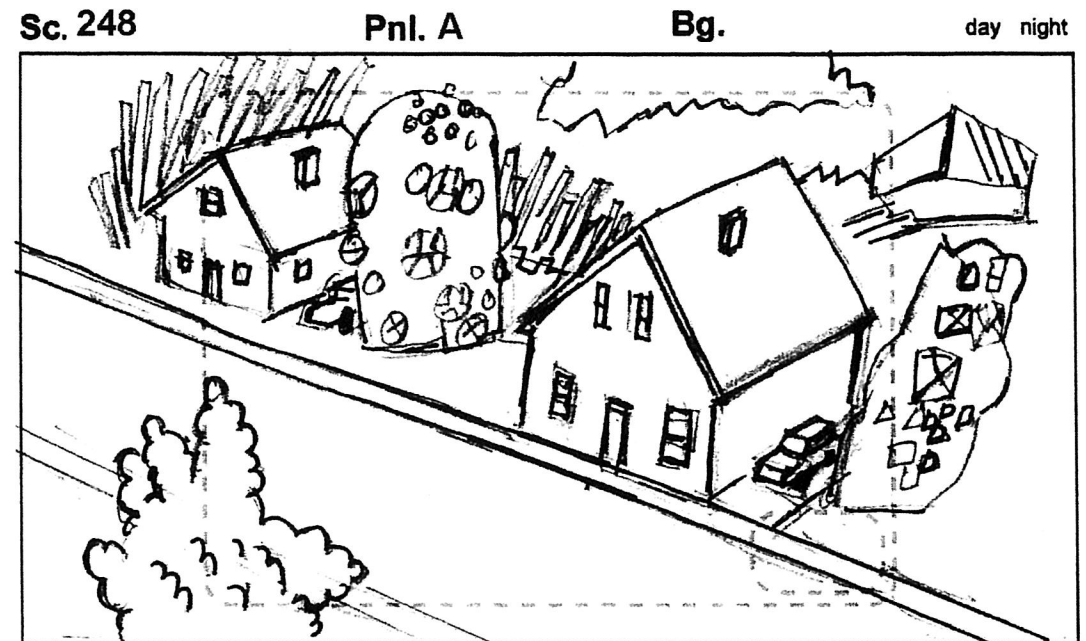
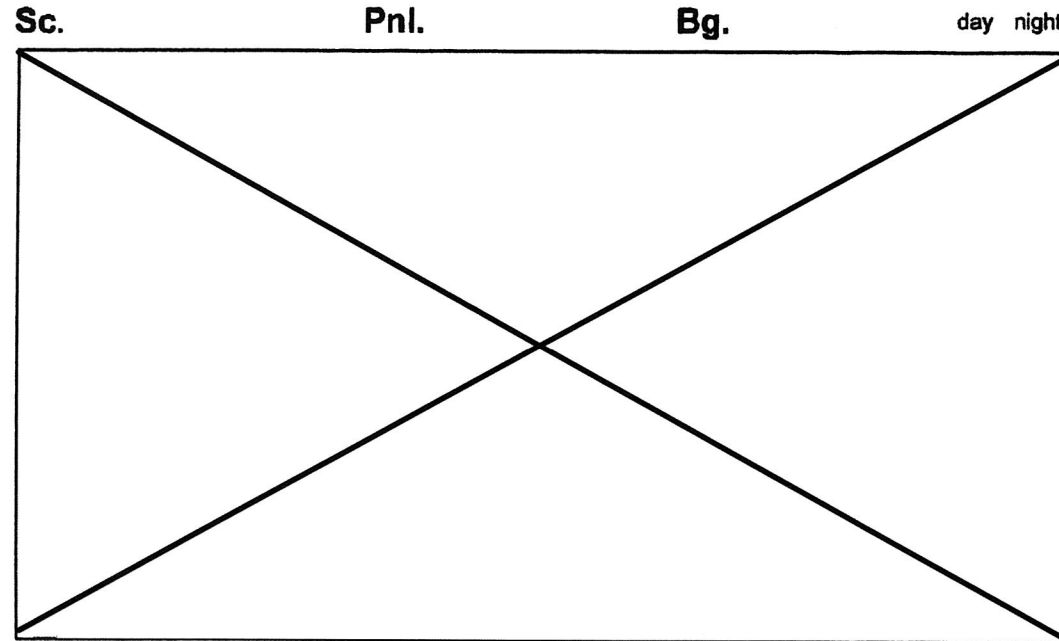
Dialog:	<u>TV</u> : Love you Mom . . .
Action:	
Timing:	

EPISODE # 1034-232
Production :

ADVENTURE TIME



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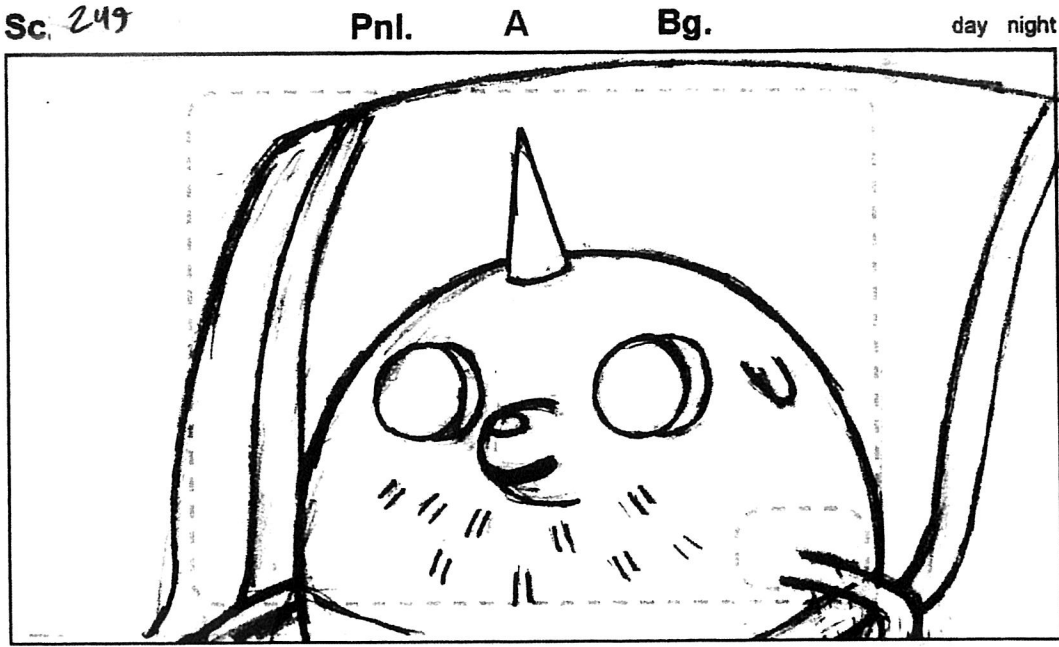
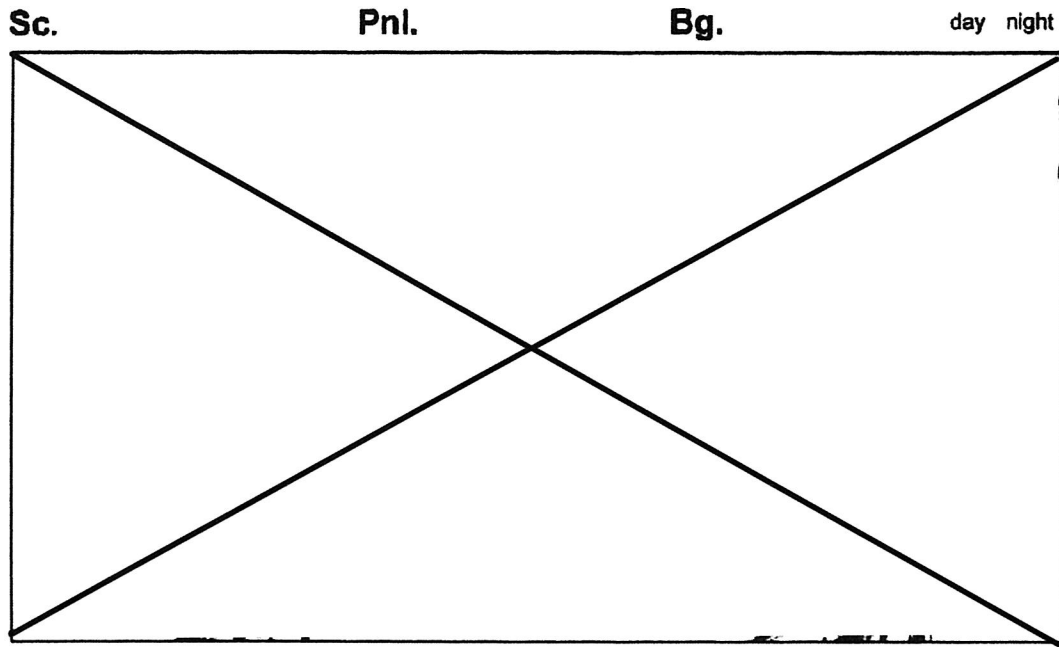


Dialog:	IV: AHH... (O.S.)
Action:	On the Mom and Dad house.
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



Dialog:	<u>IV</u> : BEING INDEPENDENT--
Action:	
Timing:	

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EPISODE # 1034-232

Production :

ADVENTURE TIME



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Pnl. B

Bg.

day night

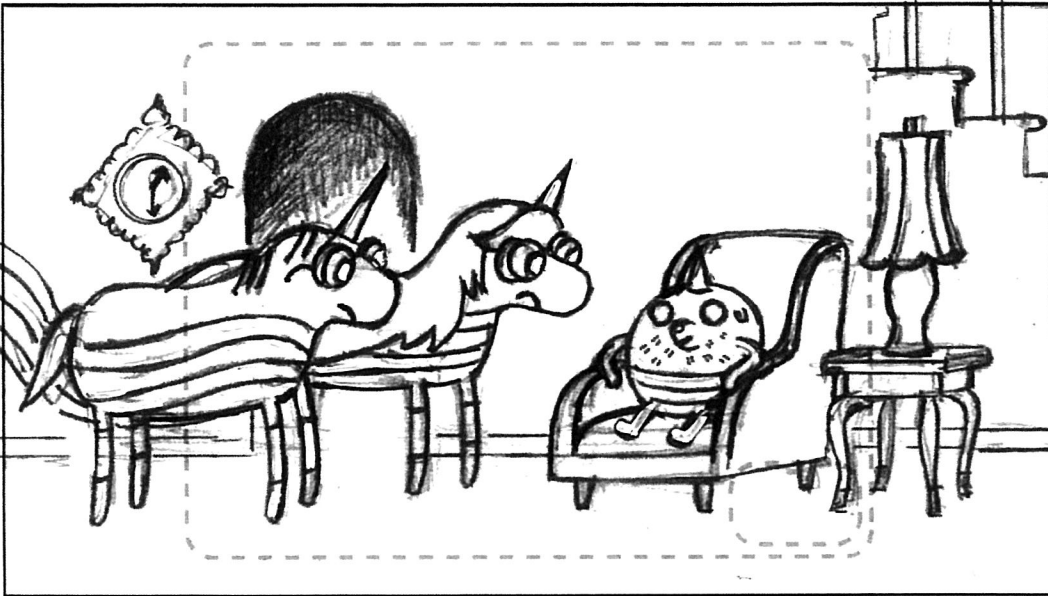


Sc. 250

Pnl. A

Bg.

day night



Dialog:	<u>TV</u> : IS AWESOME ...	
Action:	Close on TV.	— Wider to show TV with Mom and Dad.
Timing:		

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ADVENTURE TIME



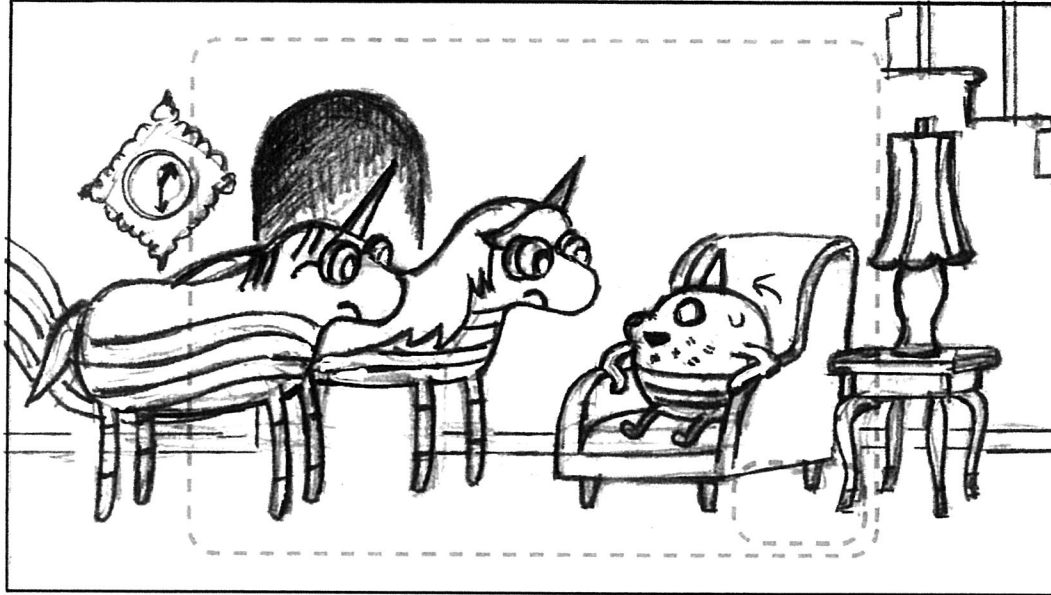
Page 478

Sc. 250

Pnl. B

Bg.

day night

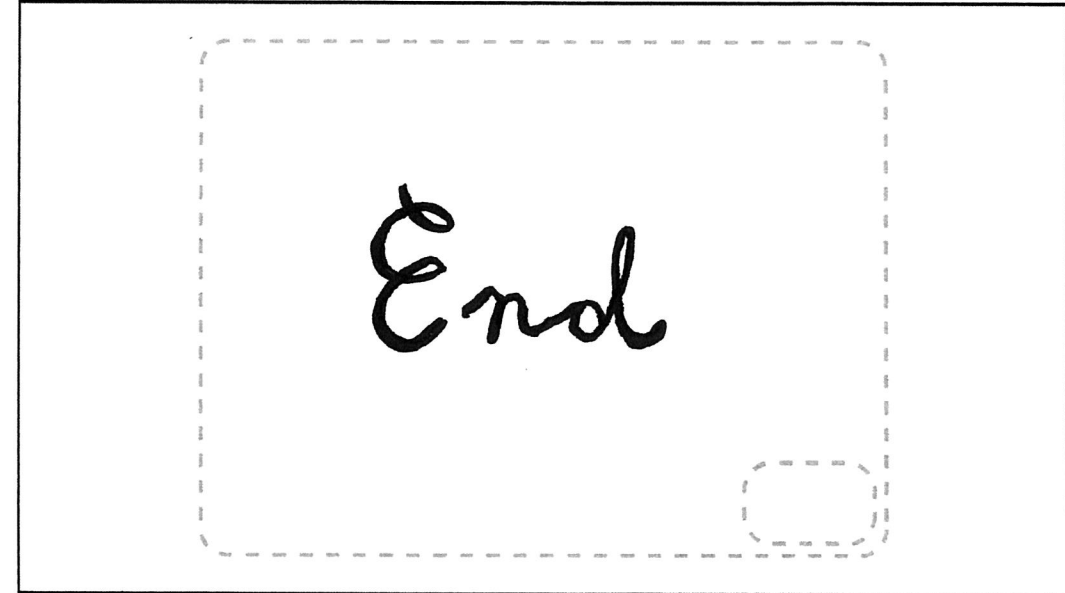


Sc.

Pnl.

Bg.

day night



Dialog:

TV: Do you guys have any food?

Action:

-TV TURNS TOWARDS BOB + ETHEL.

Timing:

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Production :